VISIT…

1

# 8 Arrows Trigo Cube

**Puzzle Goal**:

**Put the 8 pieces together to make a cube.**

**Materials**:

Wood: Bubinga, maple, and wenge

**Classification**: Serially Interlock

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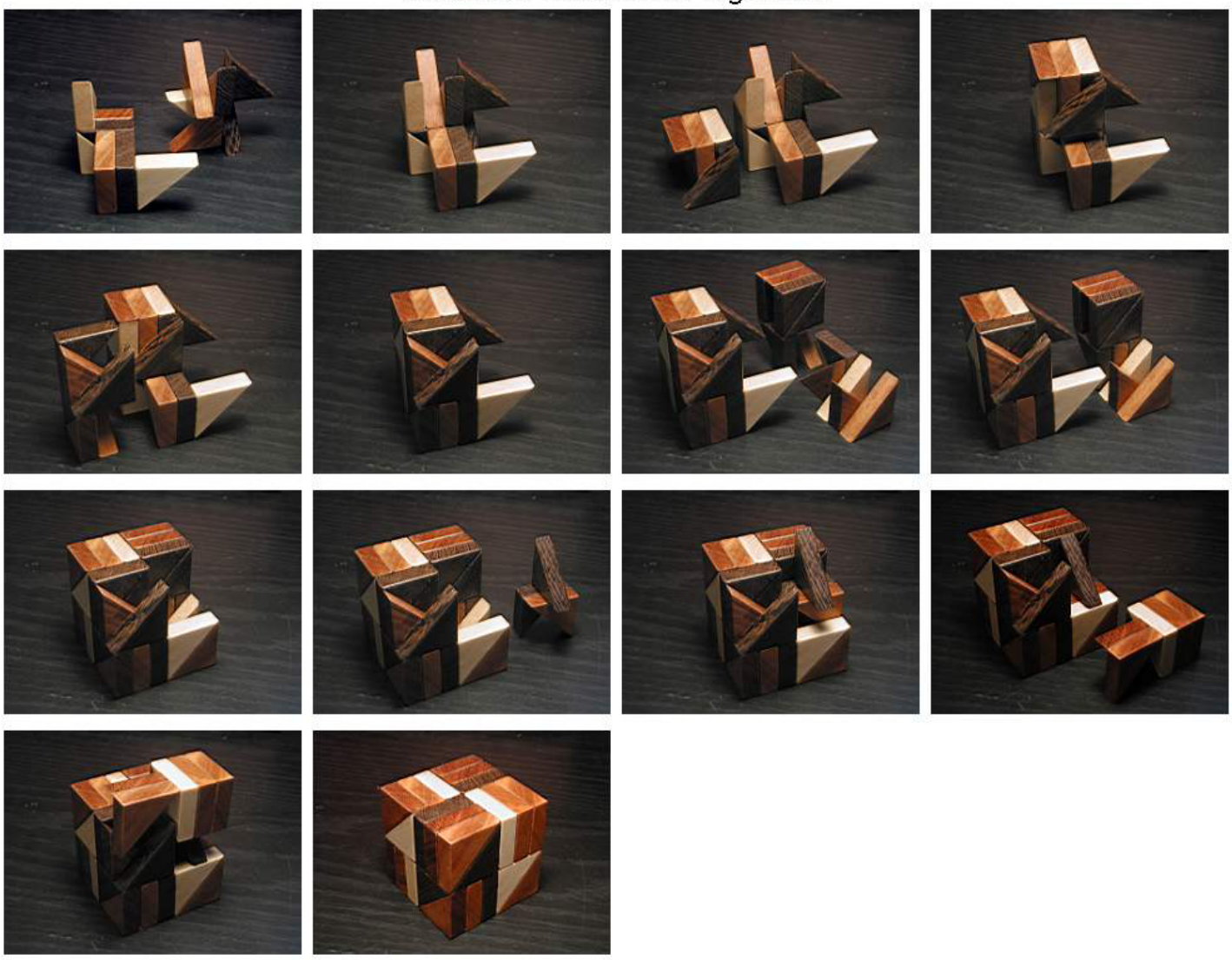
1

# 8 Arrows Trigo Cube

**Puzzle Solution**:

Solution of the 8 arrows Trigo Cube



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# 2 AMAZE

**Puzzle Goal**:

**Move the tip of the STYLUS from START to FINISH through the maze without lifting it from the maze path.**

**Materials**:

Plastic

**Classification**: Maze/Sequential Movement

**Notes**:

Certain walls (positioned on four separate SLIDERS) may need to be moved by the STYLUS during play to enable immediate passage and perhaps passage at some point further down the path.

The initial positions of the four SLIDERS can be arranged in 16 different ways to change the complexity of the challenge from NOVICE to EXPERT, providing play value for people with different puzzle-solving abilities.

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# 2 AMAZE

**Puzzle Solution**:

## Solution Tree for Amaze

### Slider Moves Required versus Initial Slider Positions

Easiest to ==========>> Hardest

| | | | | | | | | | | | | | | | |
|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|
| Slider #1 Initial Position<br>Slider #2 Initial Position<br>Slider #3 Initial Position<br>Slider #4 Initial Position | | | | | | | | | | | | | | | | |
| First Slider Move | 4L | 4L | 2L | 2L | 3L | 2R | 1R | 2R | 1L | 2R | 3R | 3R | 2L | 3R | 2R | 3R |
| Second Slider Move | | | 1R | 1L | 2L | 3L | 3L | 1R | 4R | 1L | 1L | 2R | 1R | 2L | 2L | 2R |
| Third Slider Move | | | 4L | 1R | 1L | 2L | 2L | 3L | 1R | 4R | 4R | 1L | 2R | 1R | 1R | 2L |
| Fourth Slider Move | | | | 4L | 1R | 1L | 1L | 2L | 3L | 1R | 1R | 4R | 1L | 2R | 2R | 1R |
| Fifth Slider Move | | | | | 4L | 1R | 1R | 1L | 2L | 3L | 3L | 1R | 4R | 1L | 1L | 2R |
| Sixth Slider Move | | | | | | 4L | 4L | 1R | 1L | 2L | 2L | 3L | 1R | 4R | 4R | 1L |
| Seventh Slider Move | | | | | | | | 4L | 1R | 1L | 1L | 2L | 3L | 1R | 1R | 4R |
| Eighth Slider Move | | | | | | | | | 4L | 1R | 1R | 1L | 2L | 3L | 3L | 1R |
| Ninth Slider Move | | | | | | | | | | 4L | 4L | 1R | 1L | 2L | 2L | 3L |
| Tenth Slider Move | | | | | | | | | | | | 4L | 1R | 1L | 1L | 2L |
| Eleventh Slider Move | | | | | | | | | | | | | 4L | 1R | 1R | 1L |
| Twelfth Slider Move | | | | | | | | | | | | | | 4L | 4L | 1R |
| Thirteenth Slider Move | | | | | | | | | | | | | | | | 4L |

**Slider and Slider position notation:** Sliders are numbered starting at the top of the maze from #1 to #4. If the position of a Slider, indicated by a red square (■), is at the left of its indicator position, the Slider is in its Left-hand position and may only be moved to the right. If the position of the red square is at the right of its indicator position, the Slider is in its Right-hand position and may only be moved to the left.

**Example:** means the 1st and 3rd Sliders are in their Left-hand positions and the 2nd and 4th Sliders are in their Right-hand positions.

**Movement notation:** **2R** means the #2 Slider is moved to its Right-hand position, **4L** means #4 Slider is moved to its Left-hand position, etc.

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# 3 Barcode Burr

**Puzzle Goal**:

**The goal of those who play with this puzzle should be to enjoy the motion and interactions of the pieces. Success (in the sense of a solution) is achieved when the puzzler has figured out the rules that dictate how the pieces move, and can apply that knowledge to disassemble and reassemble the puzzle.**

**Materials**:

Macassar Ebony, Eastern Hard Maple, and 12 steel pins

**Classification**: interlocking disassembly

**Notes**:

Only a light pushing force is required to move pieces. Any attempt to pull or pry with fingernails will not work, and will probably damage the puzzle: all pieces should be "pushed"!

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# 3 Barcode Burr

**Puzzle Solution**:

1.) A piece may extend or retract if the piece immediately before it is extended, and every other piece before that one is retracted.

2.) A piece may be removed if it is extended, if every piece before it is retracted, and if every piece after it has been removed.

These rules were designed to force the pieces to move in a binary progression. For example, Piece #1 can always extend or retract, no matter what state the puzzle is in. Piece #2 can extend or retract if #1 is extended. Piece #3 can extend or retract if #2 is extended, and #1 is retracted. Thus the pattern to follow in order to extend Piece #4 is: 1, 2, 1, 3, 1, 2, 1, 4

There is a third rule of piece motion, which is that opposite pieces cannot influence each other. Pieces #1 and #5 are opposite, as are Pieces #2 and #4, as well as Pieces #3 and #6. Unlike the first two rules, this one is not determined by the pin mazes cut into the puzzle pieces, but rather is an intrinsic quality of the interlocking concept. Taking this third rule into consideration, there are many opportunities to take shortcuts. For example, it is possible to extend Piece #4 in only five moves: 1, 2, 1, 3, 4

If the binary progression is followed without using any shortcuts, the full pattern to remove one piece from the puzzle is as follows: 1, 2, 1, 3, 1, 2, 1, 4, 1, 2, 1, 3, 1, 2, 1, 5, 1, 2, 1, 3, 1, 2, 1, 4, 1, 2, 1, 3, 1, 2, 1, 6, 1, 2, 1, 3, 1, 2, 1, 4, 1, 2, 1, 3, 1, 2, 1, 5, 1, 2, 1, 3, 1, 2, 1, 4, 1, 2, 1, 3, 1, 2, 1, 6

The 64th move in this sequence is the removal of Piece #6. This is possible because Piece #6 was already extended, and every other piece was retracted. An additional 32 moves are required to remove Piece #5, then 16 more moves to remove #4, 8 more to remove #3, and 4 more to remove #2. The total number of moves required to fully disassemble this puzzle (without using any shortcuts) is 124 from start to finish.

If every shortcut is taken advantage of, the full pattern to remove one piece from the puzzle is as follows: 1, 2, 1, 3, 4, 3, 1, 2, 5, 2, 1, 3, 4, 1, 2, 1, 6, 1, 2, 1, 4, 3, 1, 2, 5, 2, 1, 3, 4, 1, 2, 1, 6

The 33rd move in this sequence is the removal of Piece #6. An additional 16 moves are required to remove Piece #5, then 6 more moves to remove #4, 5 more to remove #3, and 4 more to remove #2. Thus the minimum number of moves required to fully disassemble this puzzle is 64 from start to finish.

In the diagram, Piece #1 is red, #2 is orange, #3 is yellow, #4 is green, #5 is blue, and #6 is purple. On each face of the cube, the striped pattern makes a sharp U-turn -- this is where the "pusher tips" are located. The best way to find orientation on the cube is to push on each piece until #1 is located (it will always move.) Once #1 has been found, orient the cube so that it looks like this diagram, with the red region representing Piece #1.

There are actually three ways to assemble these pieces; the 1-3 and 4-6 sub-assemblies will always have the same construction, however they may be rotated 120 degrees in either direction with respect to each other. If this is done, the pieces will still assemble, however the solution that I have provided is no longer applicable. If you disassemble these pieces, please be careful to re-assemble them in their proper orientation. Use the diagram to be certain that it is done correctly.

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# 4 Big Maz-N-Cube

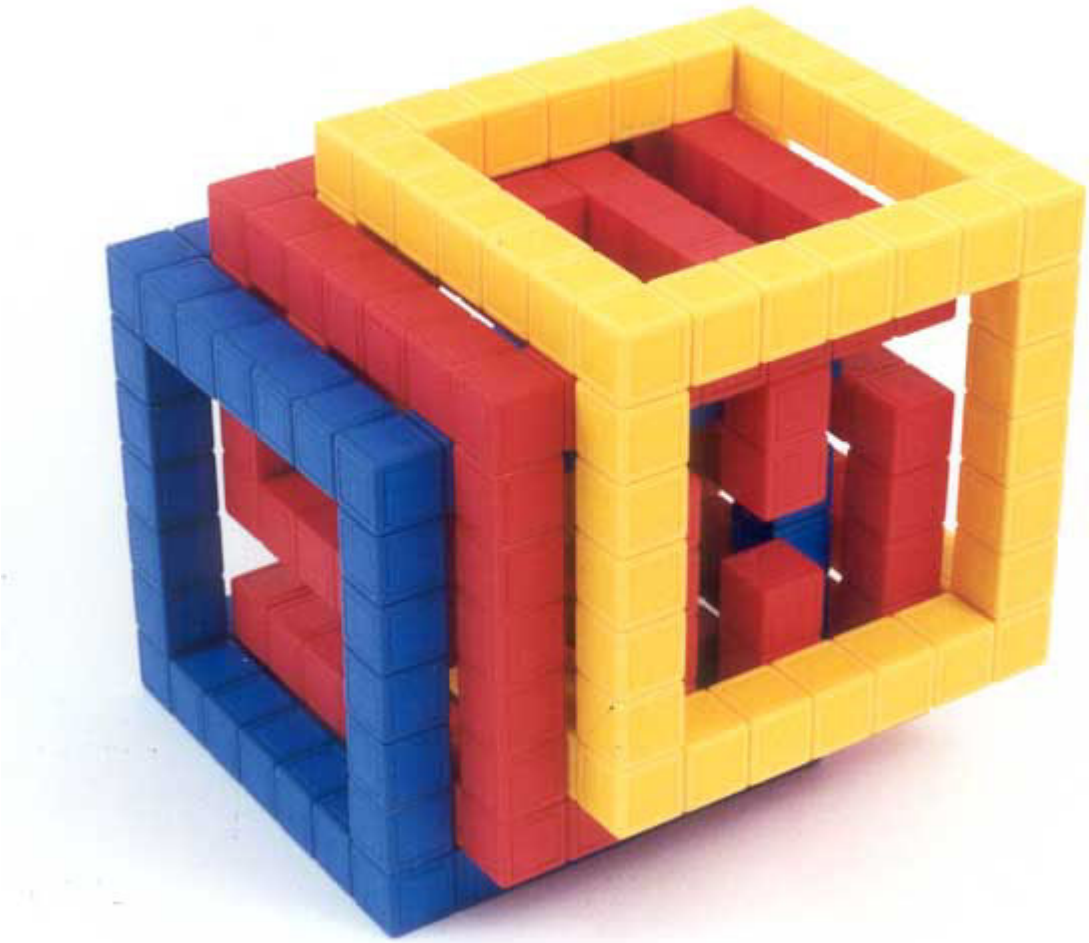
**Puzzle Goal**:

**Separate the 3 cubes (without using excessive force).**

**Materials**:

ABS & TPR plastic (Livecube)

**Classification**: Interlocking / Sequential Movement



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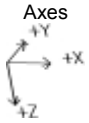
# 4 Big Maz-N-Cube

**Puzzle Solution**:

Big Maz-N-Cube Solution: (move pieces carefully)

Starting Point

Axes

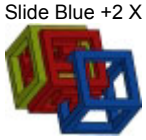



Slide Blue +2 Y

Slide Blue +2 Z

Slide Blue -2 Y

Slide Blue +2 X



Slide Blue +2 Y

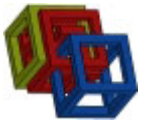
Slide Yellow -1 Y

Slide Blue +2 Z

Slide Red +2 Y

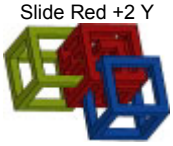
Slide Blue -2 X

Slide Red -3 Y



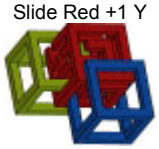
Slide Yellow -4 X

Slide Red +2 Y



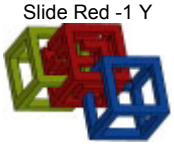
Slide Yellow +2 X

Slide Red +1 Y

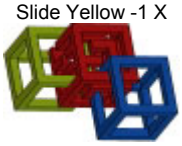


Slide Blue +2 X

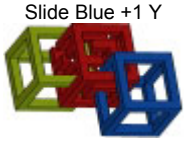
Slide Red -1 Y



Slide Yellow -1 X



Slide Blue +1 Y

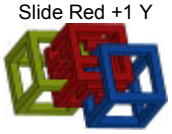


Slide Blue -2 Z

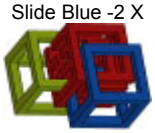
Slide Blue -1 Y

Slide Yellow +1 X

Slide Red +1 Y



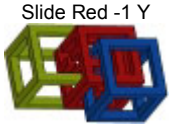
Slide Blue -2 X



Slide Red -1 Y

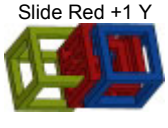
Slide Yellow -2 X

Slide Red -1 Y



Slide Blue -2 Z

Slide Red +1 Y

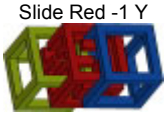


Slide Yellow +2 X

Slide Red +1 Y

Slide Blue +2 X

Slide Red -1 Y



Slide Yellow -1 X

Slide Blue +1 Y

Slide Red -1 X

Slide Yellow -2 Y

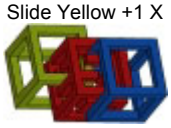
Slide Yellow -2 Z

Slide Yellow +2 Y

Slide Red +1 X

Slide Blue -1 Y

Slide Yellow +1 X

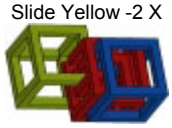


Slide Red +1 Y

Slide Blue -2 X

Slide Red -1 Y

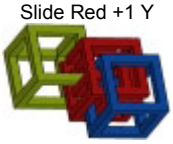
Slide Yellow -2 X



Slide Red -1 Y

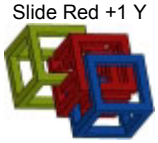
Slide Blue +2 Z

Slide Red +1 Y

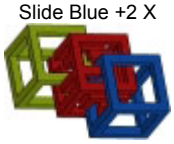


Slide Yellow +2 X

Slide Red +1 Y

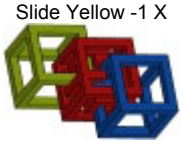


Slide Blue +2 X

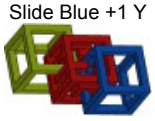


Slide Red -1 Y

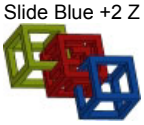
Slide Yellow -1 X



Slide Blue +1 Y



Slide Blue +2 Z

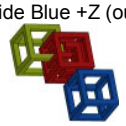


Slide Blue -2 Y

Slide Blue -2 X

Slide Blue +4 Y

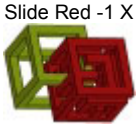
Slide Blue +Z (out)



Blue Piece Removed

Slide Red -1 X

Slide Red +2 Y



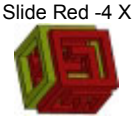
Slide Red -2 Z

Slide Red -2 Y

Slide Red +2 X

Slide Red -2 Y

Slide Red -4 X



Slide Red +4 Y

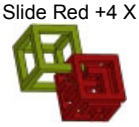
Slide Red +2 Z

Slide Red -2 Y

Slide Red +2 Z

Slide Red -2 Y

Slide Red +4 X



Slide Red +2 Y

Slide Red -2 X

Slide Red +2 Y

Slide Yellow -Z (out)

Yellow Piece Removed

All Done

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# 5 Box with a Key

**Puzzle Goal**:

**Usually you turn the key and you can open the lid. But in this case -----!**

**Materials**:

walnut, red sandalwood, etc.

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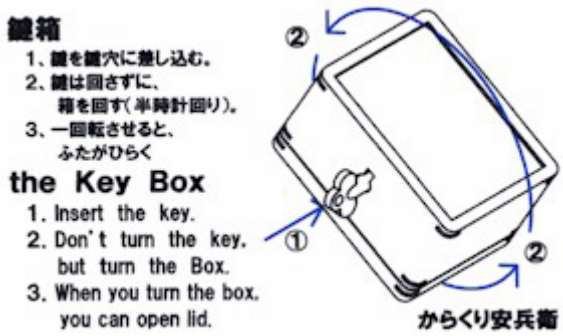
# 5 Box with a Key

**Puzzle Solution**:

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6

# BurRing

**Puzzle Goal**:

**Disassemble and re-assemble**

**Materials**:

Bronze

**Classification**: put together/take apart

**Notes**:

One of the most familiar puzzles for people other than Puzzlers is the six piece Burr. My goal was to take this puzzle, distort it, and create a ring out of it. The final step was to exchange the locking piece with the wearer's finger!

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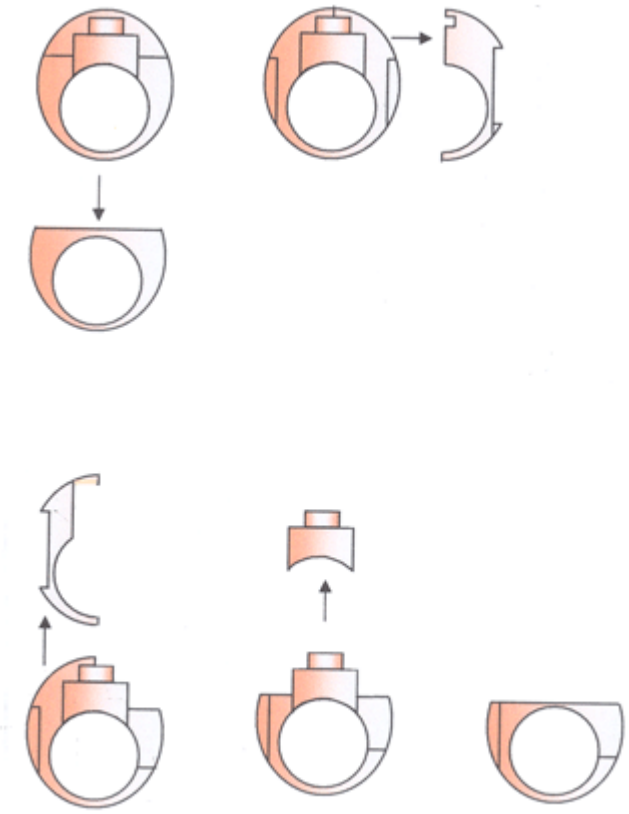
# 6 BurRing

**Puzzle Solution**:



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7

# Button Trap

**Puzzle Goal**:

**Free the button**

**Materials**:

Apple-tree, white walnut

**Classification**: Take Apart Puzzle

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7

# Button Trap

**Puzzle Solution**:

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8

# Cross in Circle

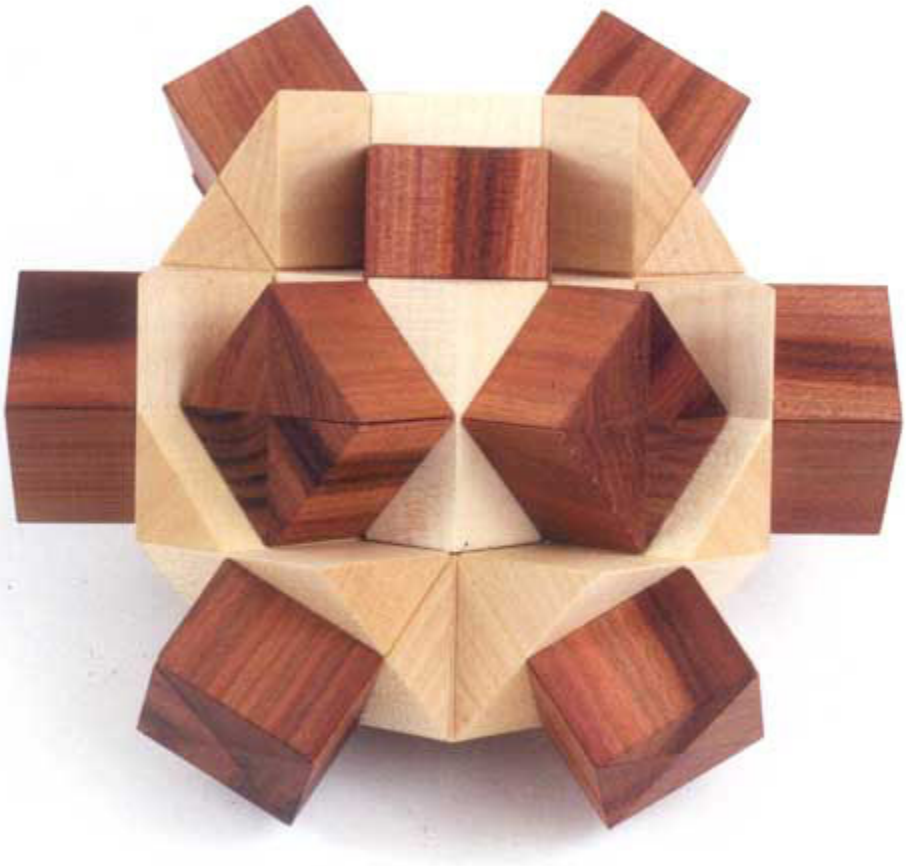
**Puzzle Goal**:

**Locate the cross inside the circle**

**Materials**:

Maple, plum-tree

**Classification**: Put Together Puzzle



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# 8 Cross in Circle

**Puzzle Solution**:

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# 9 Cube Bi-section

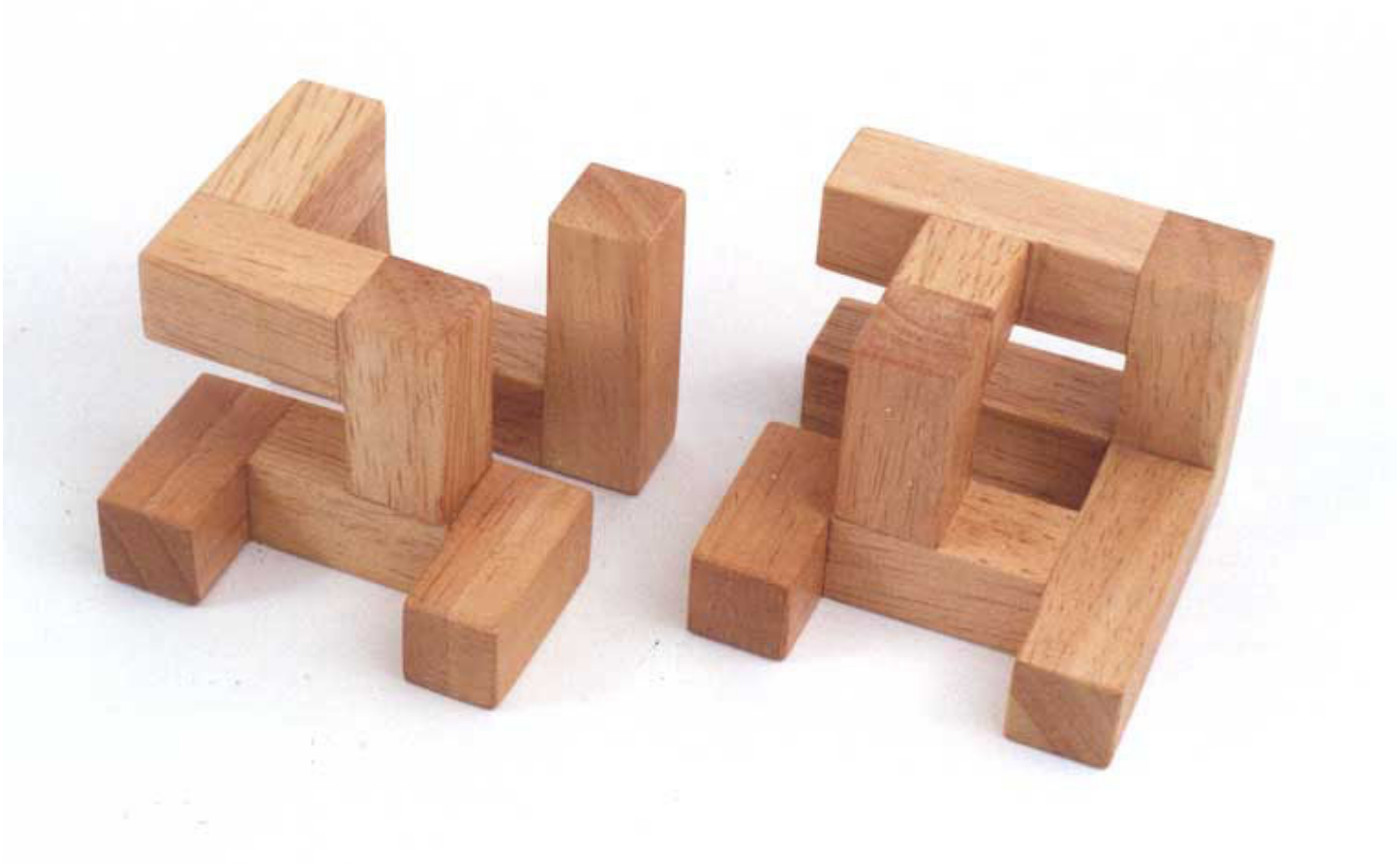
**Puzzle Goal**:

**Form a fractalized cube.**

**Materials**:

hardwood

**Classification**: Interlocking Assembly



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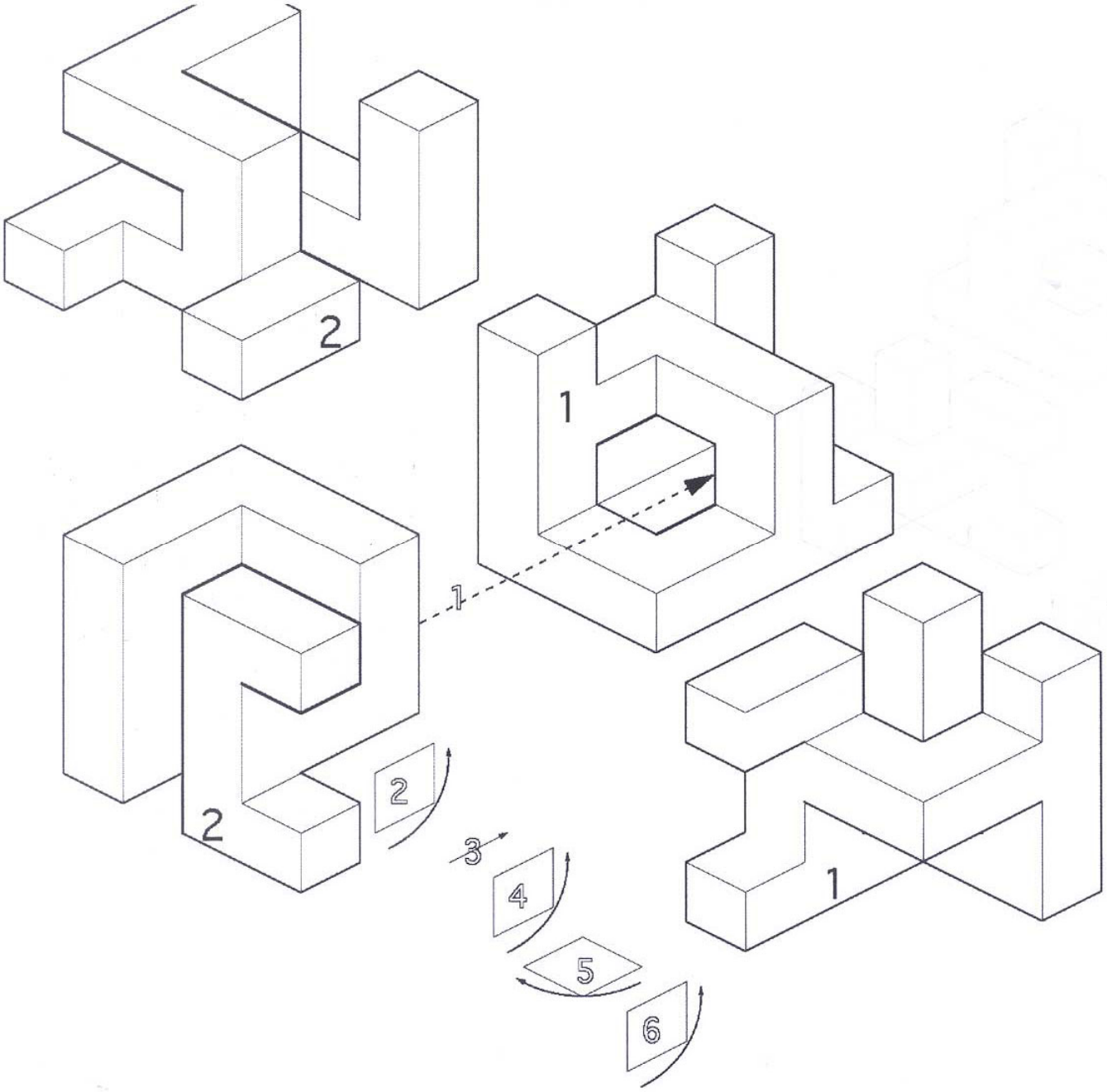
# 9 Cube Bi-section

**Puzzle Solution**:

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**10**

# Cubyx

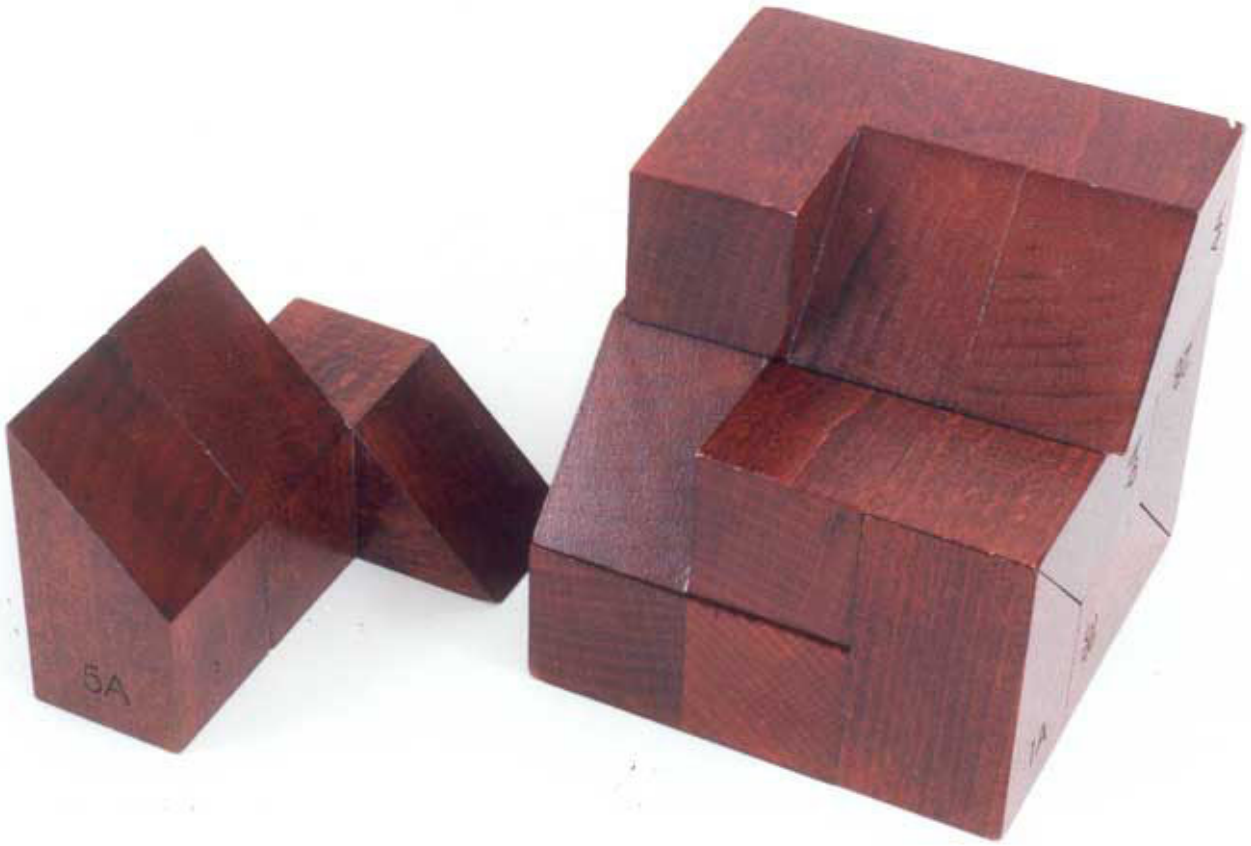
**Puzzle Goal**:

**Make a box by combining 6 unique 3-D tiles**

**Materials**:

Solid wood

**Classification**: Put-together

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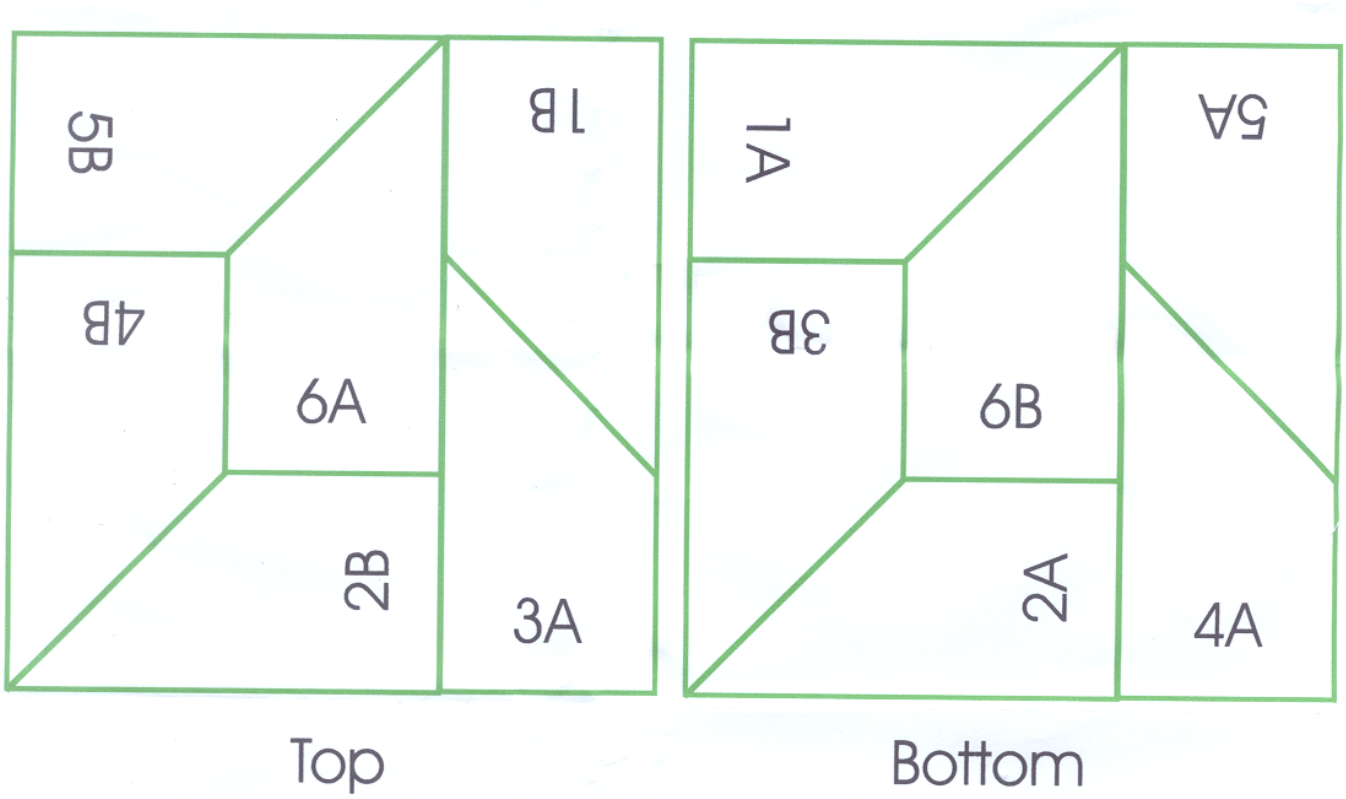
**10**

# Cubyx

**Puzzle Solution**:

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**11**

# Cup Case

**Puzzle Goal**:

**Place four Cup pieces flat in the frames.**

**Materials**:

MDF board

**Classification**: 2D put-together

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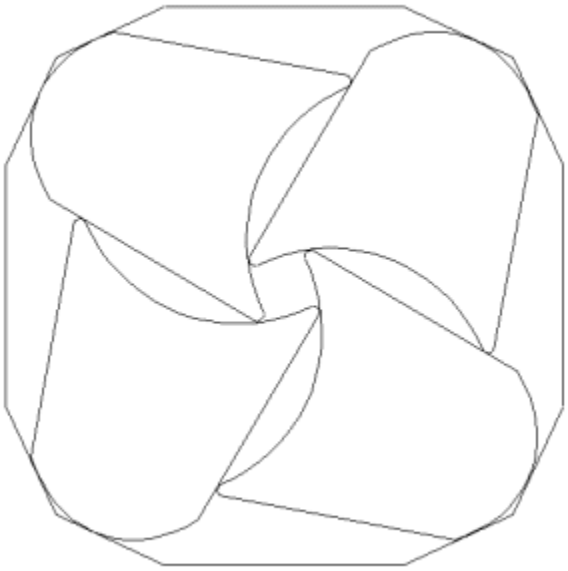
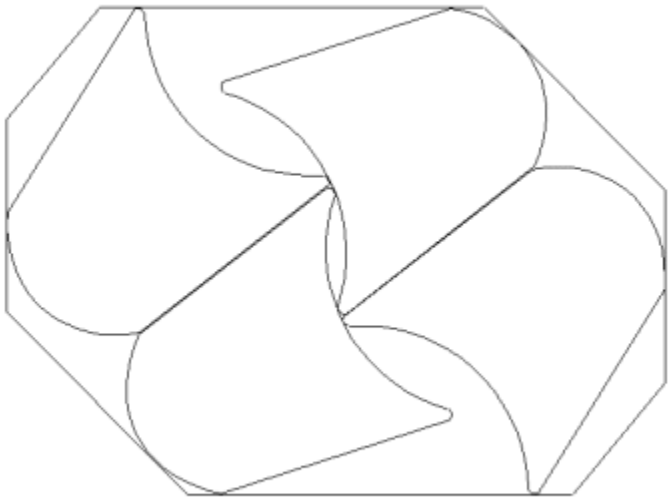
**11**

# Cup Case

**Puzzle Solution**:





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# 12 Dodecahedron Box

**Puzzle Goal**:

**Match up the mosaic to open the box.**

**Materials**:

Bubinga, Wenge, Maple hardwoods.

**Classification**: Sequential Movement

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# 12 Dodecahedron Box

**Puzzle Solution**:

Rotate the sides of the dodecahedron so that each section of color lies next to the same color on every adjacent panel. A symmetrical mosaic will cover the dodecahedron. When this is done, the lid is unlocked. The lid will open on a hinge. Should you want to give the puzzle to some one else, I invite all to mix the Dodecahedron how they please. However, should you want to set the puzzle at its most difficult setting, rendering your would-be solver all the more entertained (or frustrated), one must align all six of the dodecahedron's edge gaps in the most symmetrical fashion possible. Each gap must be facing directly east, west, north, south, up, and down (see photo). In other words, if you draw lines starting from the center of the dodecahedron out through the midpoints of each edge with a gap, you have the xyz-axis with origin at the center of the dodecahedron. A small wenge accent shows through the gaps to give a clue if you are on the right track to resetting the puzzle. It takes 38 moves to open the box from this point.

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# 13 Double Crossed Puzzle Box

**Puzzle Goal**:

**To manipulate the moveable pieces on the top of the puzzle box to open it.**

**Materials**:

Quarter sawn Argentine Walnut, Palo Blanco, and cedar

**Classification**: 2.1 (and 6.4)

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# 13 Double Crossed Puzzle Box

**Puzzle Solution**:

**NOT FOR PUBLIC DISCLOSURE**

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# 14 Double Locked Briefcase Puzzle

**Puzzle Goal**:

**Secret Opening Briefcase**

**Materials**:

Aluminum, wood, metal

**Classification**: Secret Opening Box

**Notes**:

NO FORCE REQUIRED

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# 14 Double Locked Briefcase Puzzle

**Puzzle Solution**:

Spin, flip, spin, unlock!

1. Put the briefcase flat on the table, upside down, and spin the puzzle, in either direction.
2. Flip the puzzle's front edge over to theback, laying it flat again.
3. Keeping it flat on the table, spin it again
4. Still keeping it flat on the table, unlock the case using the 2 flip locks

Caution: the brass pins will fall out! Just stick them back, putting one into the top-most hole of each wood block when the case is open flat.

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# 15 Monad

**Puzzle Goal**:

**Take apart and put back together**

**Materials**:

Die cast metal, dip anodized

**Classification**: Take apart

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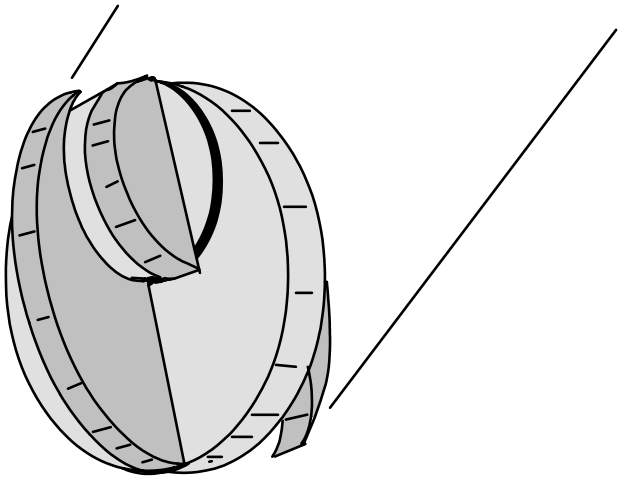
# 15 Monad

**Puzzle Solution**:



Rotate the two tails of the two, looser, deeply slotted yin yang pieces in symmetrically opposite directions just far enough to remove them(about ½ inch)and remove them. The other yin yang portion of the puzzle then easily disassembles. To reassemble first assemble the lesser slotted two yin yang pieces. Then drop in the two deeply slotted pieces and rotate back to the solved position. The two colors can assume two possible arrangements.

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**16**

# Eclipse

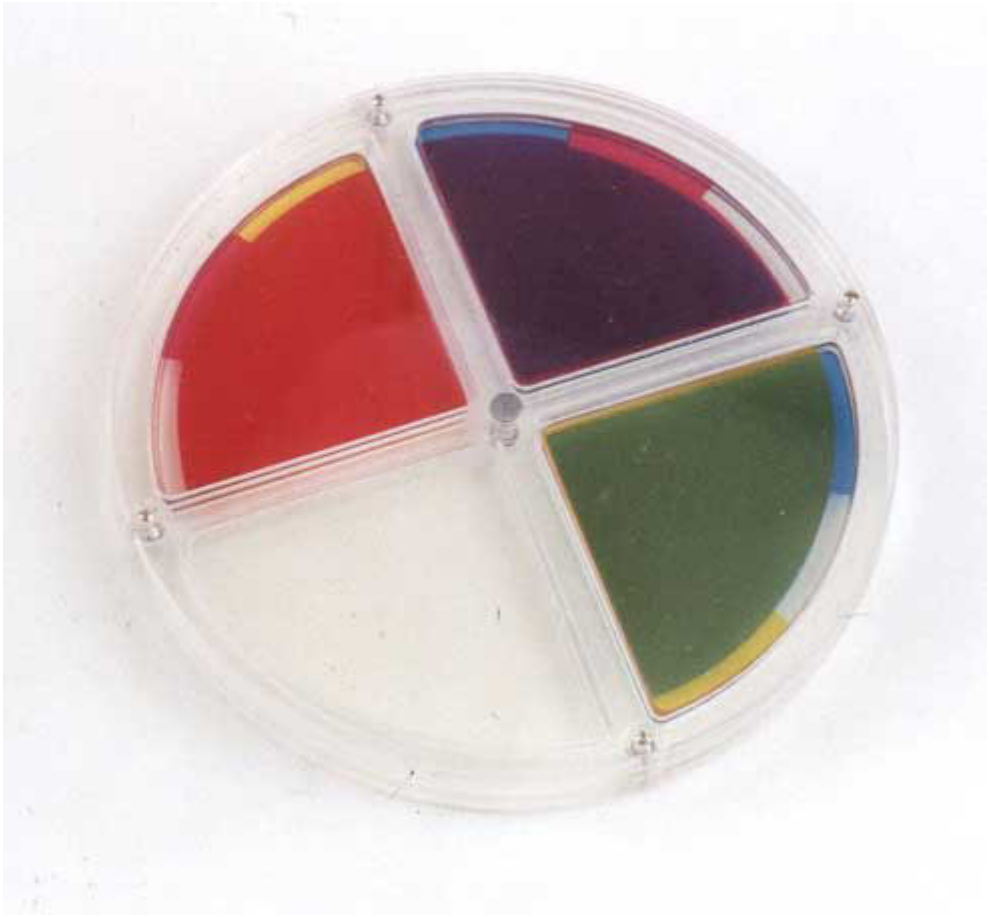
**Puzzle Goal**:

**The elements must be moved on top of each other in the right order.**

**Materials**:

acrylic sheet, foil, urethane casting resin, small bolts. metal balls.

**Classification**: sequential movement



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# 16 Eclipse

**Puzzle Solution**:

In the top-layer is always one empty space left. By flipping the puzzle over, two elements will drop, creating a new space. This in combination with turning the top or bottom layer, every element can be moved to the right position.

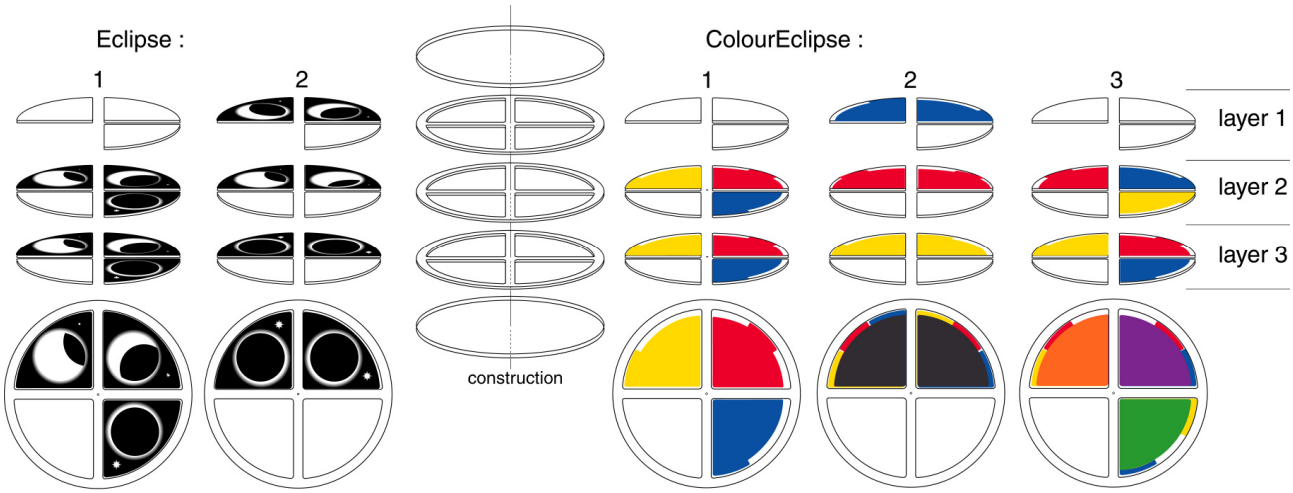
Solve the puzzle in a bright surrounding and a light background, this will help you recognise the different elements and the transparent colours will mix:

red+blue=purple

red+yellow=orange

blue+yellow=green

red+blue+yellow=black

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# 17 Egyptian Pyramid 2

**Puzzle Goal**:

**Put the 7 pieces inside the tray, to make a pyramid.**

**Materials**:

Wood: pallisander, maple, zebrawood

**Classification**: Put-Together

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# 17 Egyptian Pyramid 2

**Puzzle Solution**:

Solution of the Egyptian Pyramid

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# 18 Enhanced Cube Bi-section

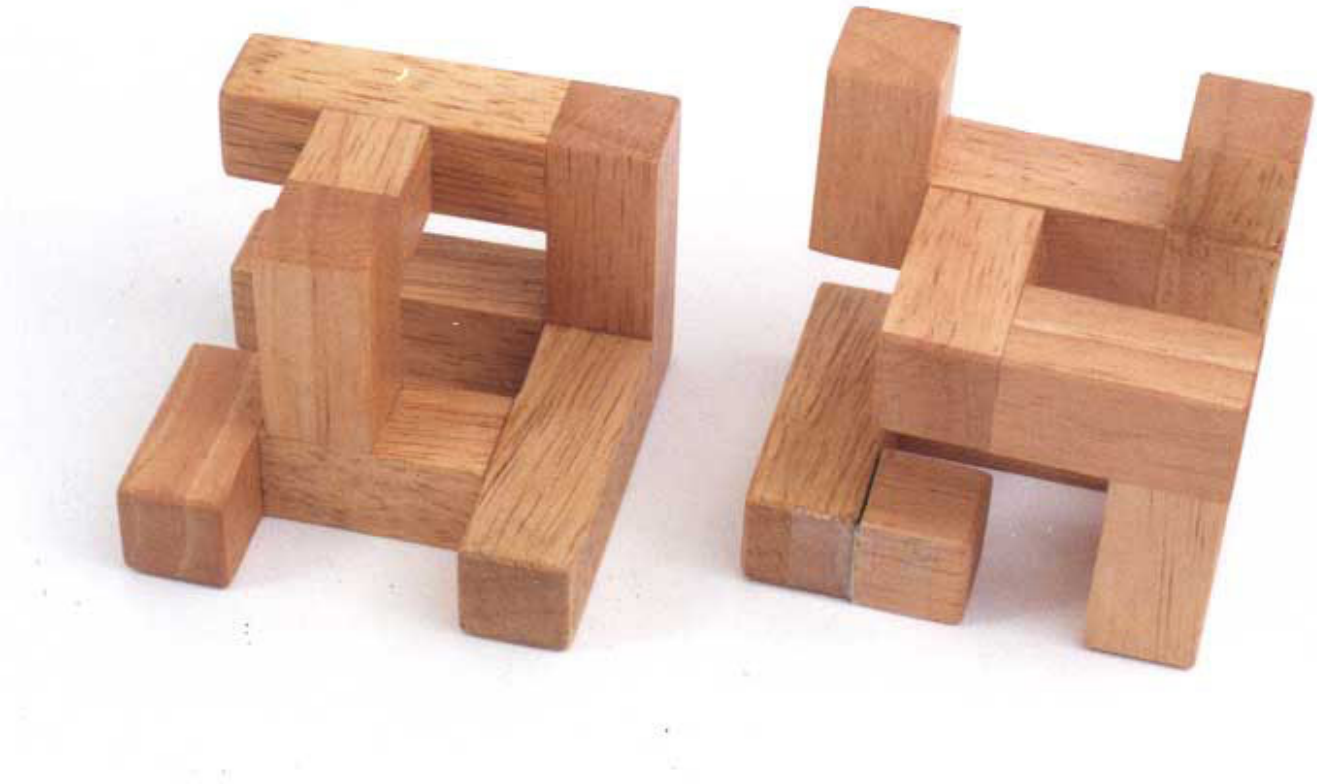
**Puzzle Goal**:

**Form a fractalized cube.**

**Materials**:

Hardwood+misc.

**Classification**: 3.2



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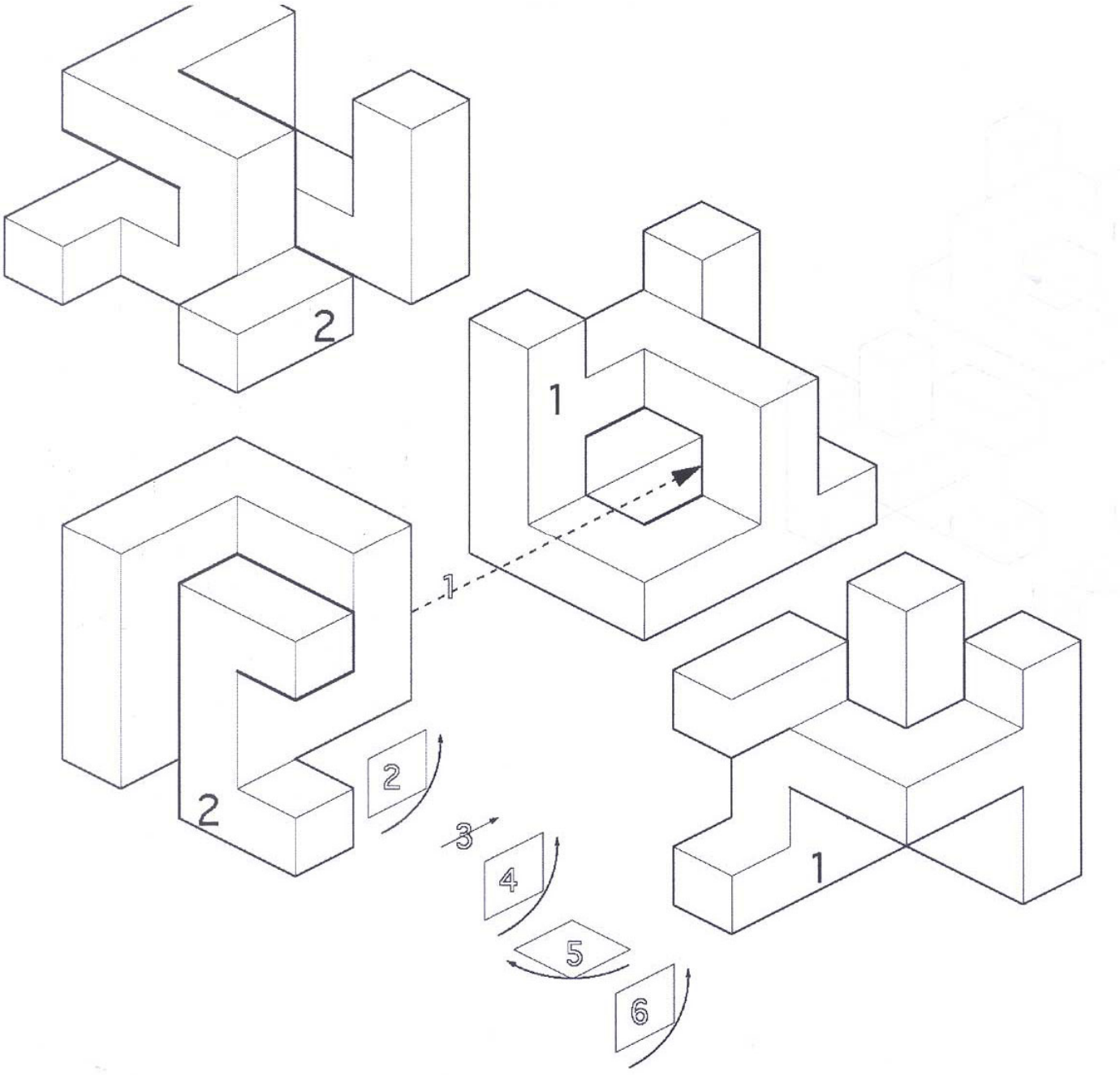
# 18 Enhanced Cube Bi-section

**Puzzle Solution**:

The hinged piece must be opened and closed as needed during moves.

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**19**

# Fourarms

**Puzzle Goal**:

**To dissassemble the puzzle into 5 pieces (4 are identical) and re-assemble.**

**Materials**:

Pine,mahogany,ramin

**Classification**: Interlocking Solid Geometric.(3.2)

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# 19 Fourarms

**Puzzle Solution**:

The cube has the side of the grain on 4 faces and the top of the grain on 2 faces.Look for the 2 faces showing the top of the grain.Two fingers push on diagonal cubes on one of these faces while two fingers push the other diagonal cubes on the opposite face.The pushing is against each other. Second move is a similar push on side faces. Select correct faces and cubes as not all finger positions will work.A gentle push is better otherwise pieces come apart suddenly.

To re-make the puzzle,arrange 2 pieces to make a two layered figure of eight shape.Try to align wood grain correctly.Arrange other 2 pieces in a similar way. Then slide 2 pairs together.Follow instructions for opening puzzle until a wide enough “window” appears, then fit in the small rectangular piece. Some dexterity is needed here.

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**20**

# Free Me 2

**Puzzle Goal**:

**Remove coin**

**Materials**:

African Mahogany, Kennedy half dollar, and things

**Classification**: Take Apart

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# 20 Free Me 2

**Puzzle Solution**:

"Free Me 2" is actually 4 puzzles in one. Only the last puzzle has to be done last. The other three can be done in any order, but I recommend you follow the steps below.

Note that the puzzle has five unique wooden pieces. If you hold the puzzle with the wooden dowel at the top, the pieces will be referred to from top to bottom as A, B, C, D, and E. So, D is the one with the coin.

Step 1 - Removing piece A (little tricky to explain without seeing the insides):

The wooden dowel has a slot in it and is permanently held in with a nail. The slot allows the dowel to slide. The dowel also has three holes drilled halfway through and one hole drilled all the way through. There is a brass rod in B that prevents A from sliding off. A has to be aligned such that the brass rod will fall through one of four holes in A and into the dowel (with the complete hole).

You need to hold the puzzle so A is on the bottom (to get the brass rod to fall down) and slide A and the dowel around to get the correct combination for the rod to fall through. Most likely the brass rod will fall into the wrong hole. When it does, A and the dowel will not move. You will then need to invert the puzzle (to get the brass rod to fall back) and try again.

With a little playing around you'll find the right combination and A comes off. The idea was to give the puzzler some success early on.

Step 2 - Removing piece B:

B has dowels plugging its ends. There's a reason. There are two brass rods interfering with a wooden dowel in the center that extends up to C. To get the wooden dowel to fall down, the brass rods must be moved out of the way via centrifugal force. The way I found is best is to hold the puzzle with C on the bottom in the palm of my hand and twist my wrist a couple of times. Done right the rods move outward and the dowel falls down. Now slide B off.

Step 3 - Removing piece E:

There is a short metal rod stuck to a magnet in E. It extends into D, which is why E can not slide off. The puzzle needs to be rapped against a cushioned, firm surface. Rapped too soft and nothing happens, too hard and the metal rod tends to bounce back. If after trying a couple time with no success, try the other side.

Note for after you've solved Step 3 - The reason the metal rod has slots in it is to reduce the attractive force on it from the magnet. Initial attempts to knock it lose proved difficult.

***** You may want to play around with solving the Step 4 before ****

reading the final solution. Hate to spoil it for you.

Step 4 - Removing piece C:

To remove C, you'll need B. Insert B into C's slot.. You'll need to insert the side that doesn't have the wooden dowel. There's a magnet in B (behind the wooden dowel). Slide it slowly along C's slot until you feel attraction and/or hear a click (make sure C and D are aligned so there's no binding). There's a magnet in C with a spring that's being pulled. Attached to the magnet is a steel rod extending into D. The rod is being pulled out of D with this maneuver. The goal is to align B directly behind the magnet in C.

Okay, you're half way there. You see, there's two magnets/springs/rods. To move the second one you'll need E. Insert the magnet end of E into C. It should almost touch B. Again you should feel an attraction and/or hear a click. Once in place, C should slide off D, freeing the Kennedy Half Dollar!!!!!

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# 21 Fusiun Dals Quadrats

**Puzzle Goal**:

**The 20 pieces in the box form 5 squares of equal size. Take them out of their box and rearrange them to form 1 bigger square (using all the pieces). Afterwards pack the pieces back in to the box.**

**Materials**:

Birch

**Classification**: Put-together / jigsaw

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# 21 Fusiun Dals Quadrats

**Puzzle Solution**:

One solution for the big square challenge:

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# 22 Hinge Box

**Puzzle Goal**:

**Open the box!**

**Materials**:

Figured Teak, Curly Beech, Metal Hinges

**Classification**: Opening (2.1)

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# 22 Hinge Box

**Puzzle Solution**:

1. Slide both sides down to the stop.

2. Slide the frame area now exposed to the rear (concealed slides).

3. Slide both front slides outward.

4. Push the area exposed by the front slide movement with your pinky to release the latch (concealed latch).

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# 23 Houses and Factories

**Puzzle Goal**:

**Pack two houses and three factories into the square frame with:**

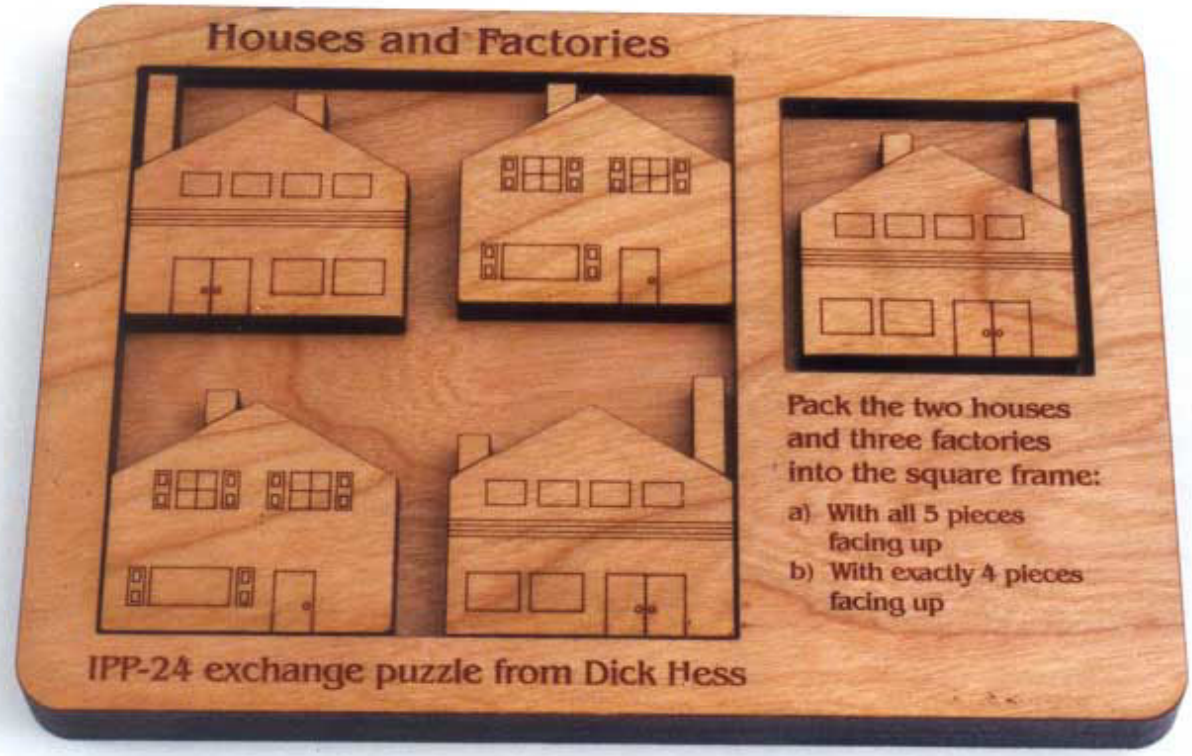
**(a) 5 pieces facing up**

**(b) Exactly 4 pieces facing up.**

**Materials**:

Cherry wood

**Classification**: 1.1 Put Together; ASS-STRA

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# 23 Houses and Factories

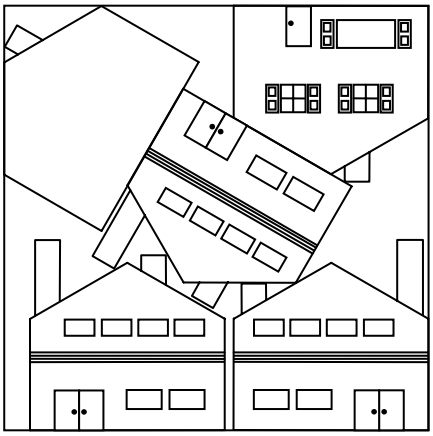
**Puzzle Solution**:

Each house and factory is based on a regular hexagon with one section sliced off along a diagonal. Chimneys and smokestacks are added to enhance the challenge. Pack the pieces most efficiently into a square frame. If the base of the house is one unit long then the side of the square for the most efficient packings is about 2.18 units as shown in the solutions below.

**Puzzle a:** All 5 pieces face up. **Puzzle b:** Just 4 pieces face up.

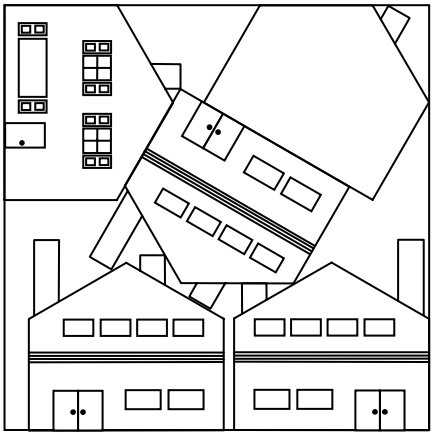
**Solution to puzzle a:**

Side = [10-2sqrt(3)]/3 = 2.178632795



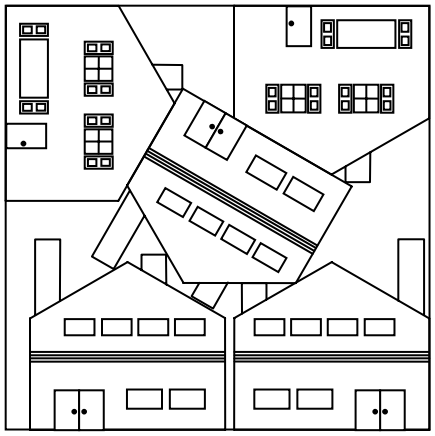
**Solution 1 to puzzle b:**

Side = [46-19sqrt(3)]/6 = 2.181839109



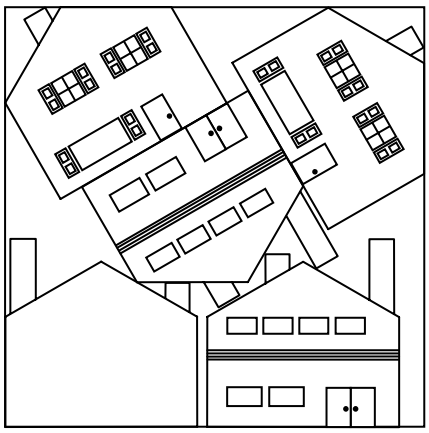
**Solution 2 to puzzle b:**

Side = [22 sqrt(3)-25]/6 = 2.184186294



**Solution 3 to puzzle b:**

Side = [7sqrt(3)+1]/6 = 2.187392609



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# 24 Impossible Cube

**Puzzle Goal**:

**This puzzle has 2 problems.**

**1) Can you take apart impossible CUBE into 3 pieces ?**

**2) Can you explain how impossible CUBE's green piece crafts ?**

**Materials**:

Pine

**Classification**: Take apart puzzle (impossible object)

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# 24 Impossible Cube

**Puzzle Solution**:

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# 25 Insoma

**Puzzle Goal**:

**The puzzle is to assemble both the Soma Cube and the 6 piece diagonal burr at the same time. One piece of the Soma Cube is attached to one of each of the pieces of the diagonal burr.**

**Materials**:

Blackbean and Silver Ash

**Classification**: 3 Dimensional Put Together

**Notes**:

In this puzzle the Soma Cube has a unique solution.

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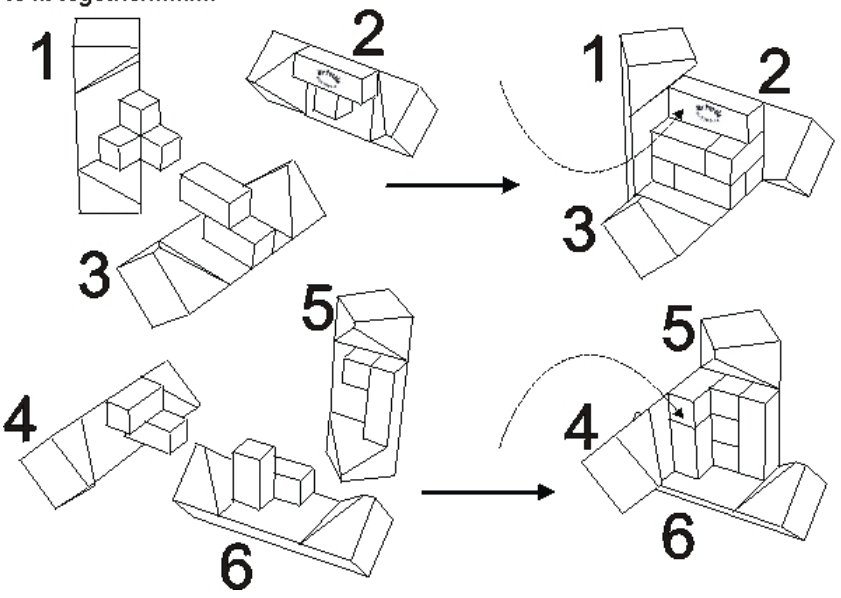
# 25 Insoma

**Puzzle Solution**:

The two halves can start to go together in three different orientations....
Ensure you choose the one that allows the indicated faces of the Soma Cube to fit together.....

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# 27 Jumble Jungle Puzzle

**Puzzle Goal**:

**Disassembly and reassembly**

**Materials**:

cocobolo, Indonesian rosewood, bocote, zircote, macassar ebony, padauk, bloodwood, tulipwood, yellowheart, Peruvian walnut, and marblewood

**Classification**: Interlocking

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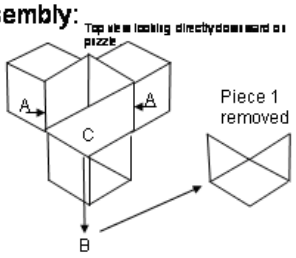
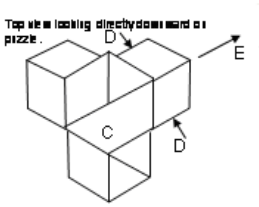
# 27 Jumble Jungle Puzzle

**Puzzle Solution**:

## Disassembly:



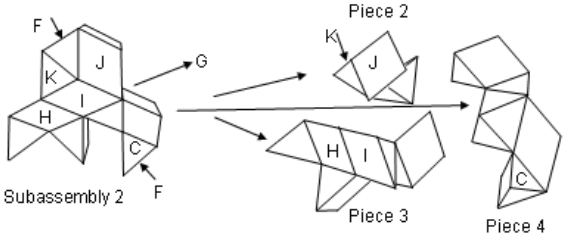

#1. Set the puzzle on a flat surface and rotate until the orientation matches the drawing above. Grab the piece just below prism C at points A and gently pull down and out in the direction of B.



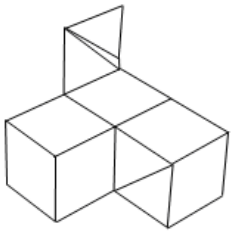

#2. With pc 1 removed, grab the rhombic dodecahedra at points D and pull gently in the direction of E. This will separate the puzzle into two subassemblies.

Subassembly 2

When totally removed at step #2, the subassembly should look like the figure above. This subassembly is made up of three pieces.

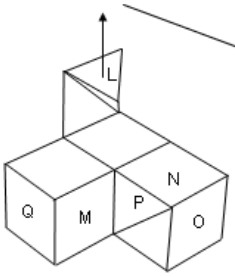



#3. Grab subassembly 2 at points F and pull in direction G. This will free all three pieces in the subassembly.

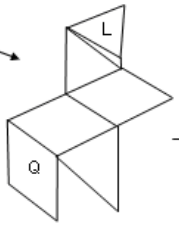


Subassembly 1

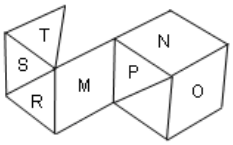
When step #2 was completed, the puzzle was divided into two subassemblies. Subassembly 1 should look like the figure above. This subassembly also contains three pieces.




Subassembly 1

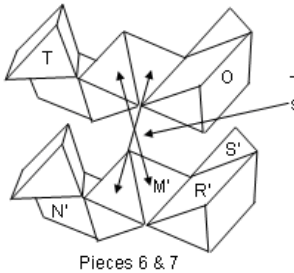



Piece 5




#5. Subassembly 1 after removal of piece 5. Two identical pieces are left. Separate the two remaining pieces with a slight twist. Note that these two pieces ***DO NOT*** interlock, but simply sit on top of one another.

#4. Gently grab the little "hook" at L and lift piece 5 out. Two identical pieces are left (Pcs 6&7).




These surfaces match up as shown.

Pieces 6 & 7

M', N', R' and S' represent the back side of those pieces.

## Reassembly:

The puzzle must be reassembled in the opposite way as it was disassembled. Since pieces 6 &7 form a symmetrical assembly, a slightly different variation of reassembly is possible. Start by locating the two identical pieces (6&7) and assemble as shown In #5 and work your way back from there.

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# 28 Keepers Key Safe

**Puzzle Goal**:

**The goal of this puzzle to retrieve the key from with in The Keepers Key Safe.**

**Materials**:

White Argentine Mahogany hardwood

**Classification**: 2.1

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# 28 Keepers Key Safe

**Puzzle Solution**:

Start with holding the box so that the lid slides open to the right, the lid is in the top position and the side of the box is facing you (not the end). We will use this positioning for the purpose of this explanation. Please do not lose this orientation during this operation. The lid should always open to the right during the entire procedure. Once you've learned how to remove the panel, you will find your own more natural process to remove the panel. When the lid is opened you will notice a slot in the panel (with the star branded next to it) and you should also look for the "peg" under the lid. This peg not only acts as a stop to limit the lids movement but it is also the "key" to open the box. (This should not to be confused with the actual wooden key inside the box.) The panel is actually removed with the box in the closed position using the lid as the tool to manipulate the panel in combination with the boxes orientation

**1.** From the starting position, turn the box over 180 degrees. This is not an end over end rotation which would result in the box being upside down with the lid sliding to the left.

**2.** From the starting position, turn the box over 180 degrees.

**3.** Holding the box upside down, *slide the lid back and forth a small amount* until the panel engages the peg. You should not have to move the lid back and forth more that about one inch from its closed position to achieve this. It may be necessary to gently shake the box a little while manipulating the lid to get the panel to engage the lid. Once this is accomplished, you will feel a limited amount of travel to the lid while in this position.

**4.** Now, with the box still upside down, slide the lid to the **left** and hold slight tension on it. *This will hold the panel in place*.

**5.** Next, rotate the box back to the upright position.

**6.** Now slide the lid to the right slowly. You should hear the panel drop down.

**7.** You should now be able to remove the panel by either tipping the box back so that the panel teeters out of the box or you may be able to lift the panel out by hand utilizing the key slot. If the panel if still locked, please try again!
Note: It is possible for the panel to "hang-up" in the interim of this procedure. Careful persuasion of the lid will free the panel. Please keep in mind that absolutely no force is required to open the box or to remove the panel. If the lid becomes 'wedged' with the panel move the lid back in the opposite direction to free it up then give the box a gentle shake to 'reseat' the panel.

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# 29 Kuru Kuru Heart

**Puzzle Goal**:

**"Kuru Kuru" means "round" or "revolve". As the name, it rounds and you can make a shape of heart. Through this motion, you can open the lid.**

**Materials**:

keyaki, others

**Classification**:

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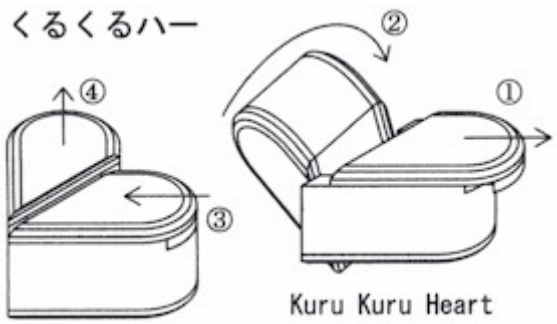
# 29 Kuru Kuru Heart

**Puzzle Solution**:

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**30**

# LabyRing

**Puzzle Goal**:

**Creating a double labyrinth ring so that the solution will make a difference.**

**Materials**:

Silver and Brass

**Classification**: Put-together

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# 30 LabyRing

**Puzzle Solution**:

This puzzle is a combination of two rings, you start the puzzle by placing the two pieces one facing the other when one is upside down. You should rotate the rings in the path so that they will create one bigger ring.

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# 31 Less Balls

**Puzzle Goal**:

**1) Pack 4 balls with the 5 wooden piece in the box**

**2) Pack 3 balls with the 5 wooden pieces in the box, in such a way that it is not possible to pack the 4th ball in the box.**

**3) Pack 2 balls with the 5 wooden pieces in the box, in such a way that it is not possible to pack an additional ball in the box.**

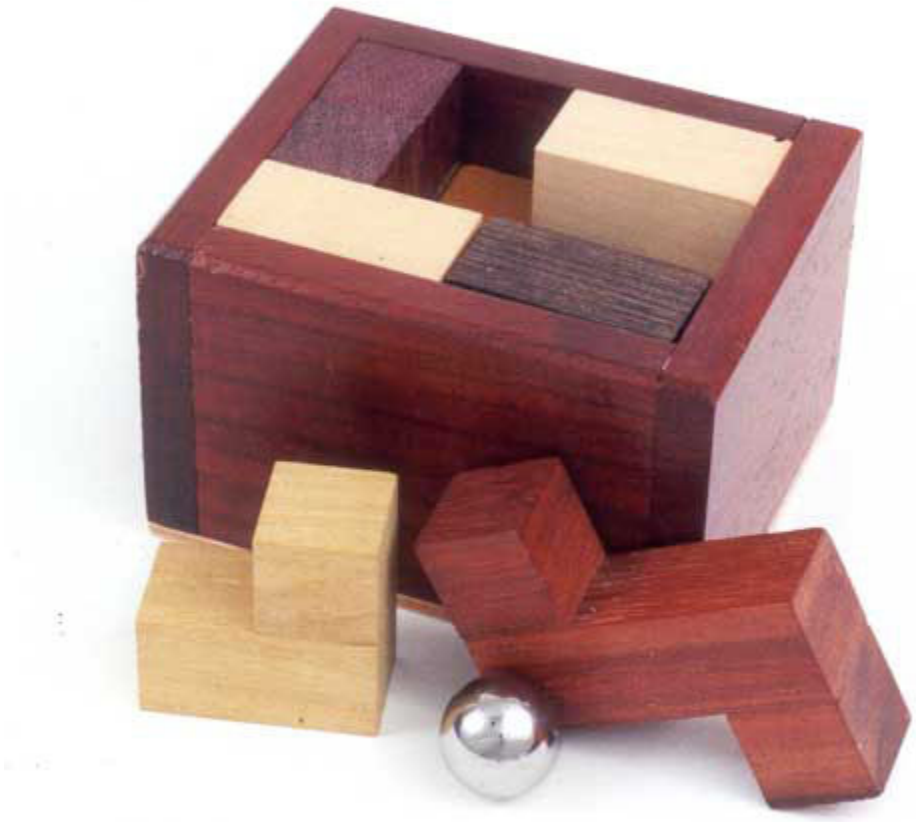
**Materials**:

Wood, metal

**Classification**: Not to pack packing problem

**Notes**:

The less balls you have to pack, the more you have to crack.



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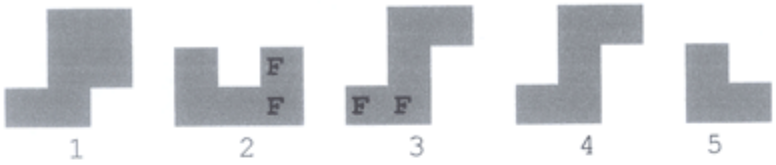
# 31 Less Balls

**Puzzle Solution**:




TOP

| | | | |
|---|---|---|---|
| 5 | 4 | X | X |
| 5 | 2 | O | 2 |
| X | X | 3 | 2 |

MIDDLE

| | | | |
|---|---|---|---|
| 5 | 4 | 4 | 4 |
| 3 | 2 | 2 | 2 |
| 3 | 3 | 3 | 2 |

BOTTOM

| | | | |
|---|---|---|---|
| O | 1 | O | 4 |
| 3 | 1 | 1 | 1 |
| 3 | O | 1 | 1 |

4 Balls # 01

TOP

| | | | |
|---|---|---|---|
| 4 | 1 | X | X |
| 4 | 1 | 3 | 3 |
| X | X | 3 | 3 |

MIDDLE

| | | | |
|---|---|---|---|
| 2 | 1 | 2 | |
| 4 | 1 | 2 | 3 |
| O | O | 5 | 5 |

BOTTOM

| | | | |
|---|---|---|---|
| 2 | 2 | 2 | 3 |
| 4 | 1 | 2 | 3 |
| 4 | 1 | O | 5 |

3 Balls # 01

TOP

| | | | |
|---|---|---|---|
| 1 | 4 | X | X |
| O | 4 | 4 | 4 |
| X | X | 3 | 4 |

MIDDLE

| | | | |
|---|---|---|---|
| 1 | 1 | 1 | |
| 3 | 5 | 5 | 2 |
| 3 | 3 | 3 | 2 |

BOTTOM

| | | | |
|---|---|---|---|
| O | 1 | 1 | |
| 3 | 2 | 5 | 2 |
| 3 | 2 | 2 | 2 |

2 Balls # 01

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# 32 Little Maz-N-Cube

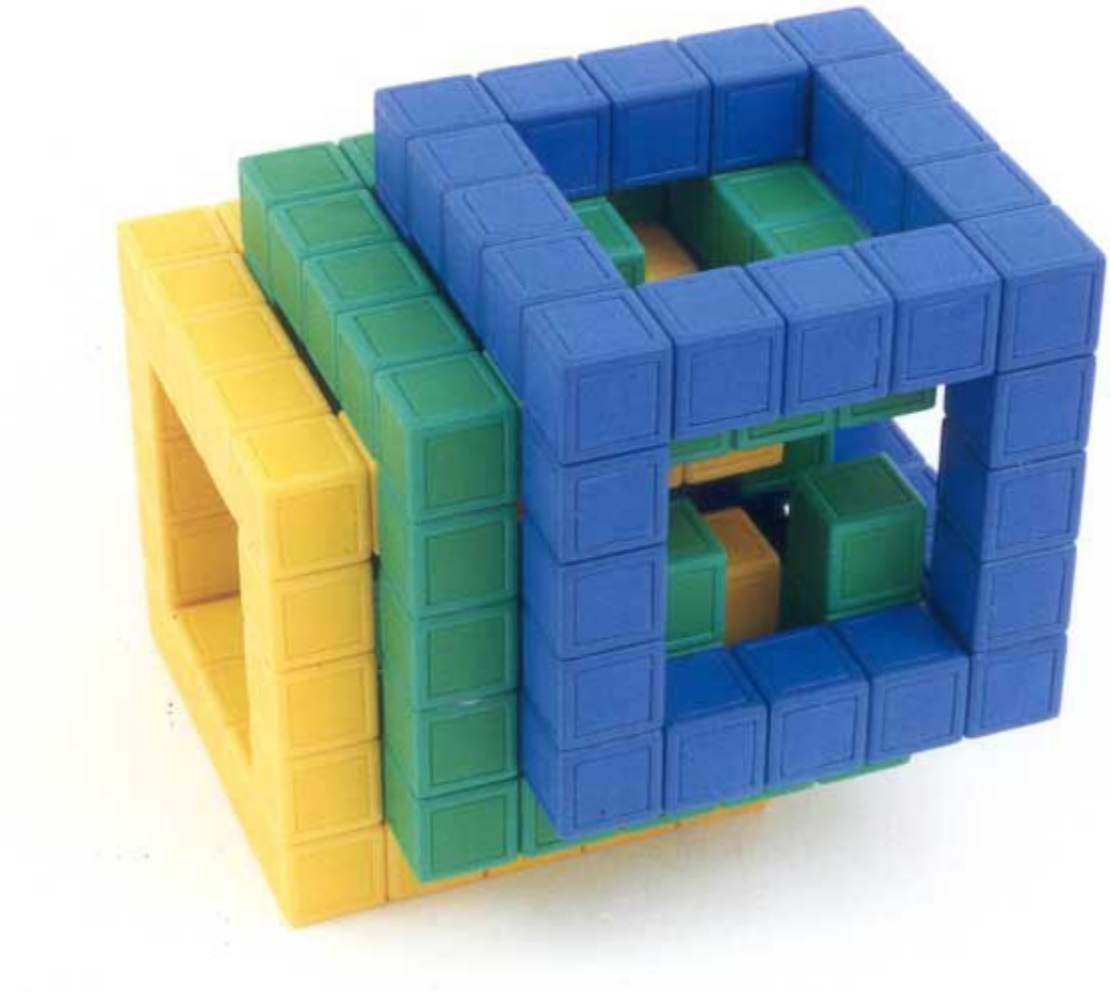
**Puzzle Goal**:

**Separate the 3 cubes (without using excessive force).**

**Materials**:

ABS & TPR plastic (Livecube)

**Classification**: Interlocking / Sequential Movement



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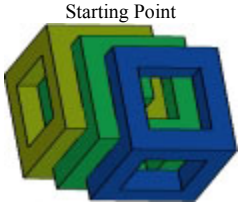
# 32 Little Maz-N-Cube

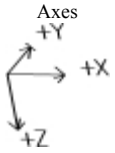
**Puzzle Solution**:

Little Maz-N-Cube Solution:
(move pieces carefully )

Starting Point



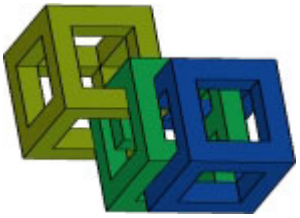
Axes




Slide Blue +1 Y

Slide Yellow -2 Z

Slide Yellow -2 X



Slide Yellow +2 Z

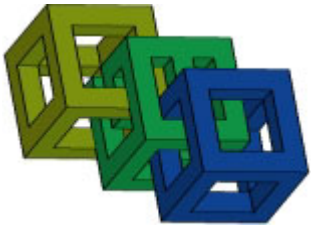
Slide Green +1 Y

Slide Blue +2 Z

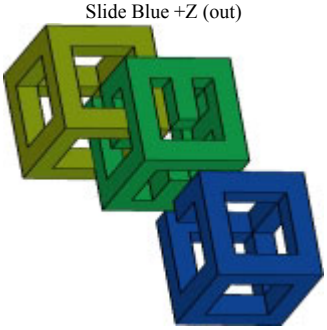
Slide Green -1 Y

Slide Yellow -1 Z

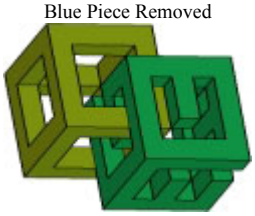
Slide Blue +1 Y



Slide Blue +Z (out)



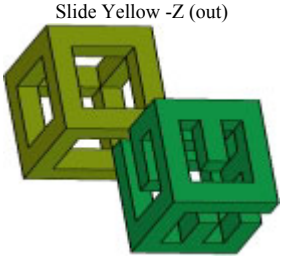
Blue Piece Removed



Slide Green -1 Z

Slide Green +2 Y

Slide Yellow -Z (out)



All Done

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# 33 Lucky Clover

**Puzzle Goal**:

**Take apart the four rings, and then put them back together again forming the lucky-clover shape as shown in the picture. An intermediate challenge is to form a set of hand-cuffs.**

**Materials**:

Aluminum with “silver” and “gold” chrome plating

**Classification**: Put Together and Take Apart

**Notes**:

Please do not use force, do not bend or scratch the rings.

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# 33 Lucky Clover

**Puzzle Solution**:

Start with the four separate rings. Number the rings “1” to “4”, noticing that the four rings are identical. Insert ring “2” into ring “1”. Insert ring “3” into rings “2” and “1”. Insert ring “4” into rings “3”, “2” and “1”. Push rings “1” and “2” together, and “3” and “4”, forming a set of hand-cuffs. Push rings “1” and “2” all the way through eachother, continuing the mouvement of pushing them together. Same for rings “3” and “4”. Repeat this procedure for hand-cuffs “1”+”3” and “2”+”4”, and again for hand-cuffs “1”+”4” and “2”+”3”. Finally, lay the four rings flat in the lucky-clover pattern, having the four ring openings at the outside.

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# 34 Monkey's Palanquin

**Puzzle Goal**:

**This looks like a traditional secret box, but you will be surprised to find the unique movement.**

**Materials**:

walnut, rosewood, katura

**Classification**:

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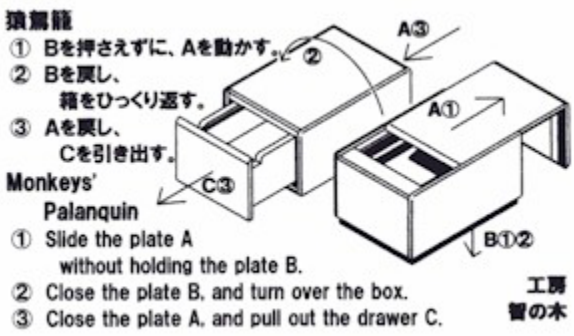
# 34 Monkey's Palanquin

**Puzzle Solution**:

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# 35 Newkites & Bricks

**Puzzle Goal**:

**Make a square out of the pieces.**

**1) Make 7x7 square out of all 23 pieces of 5 figures.**

**2) Make 6x6 square out of the selected pieces using all 5 figures.**

**3) Make 5x5 square out of the selected pieces using all 5 figures.**

**Materials**:

Blockboard

**Classification**: put together

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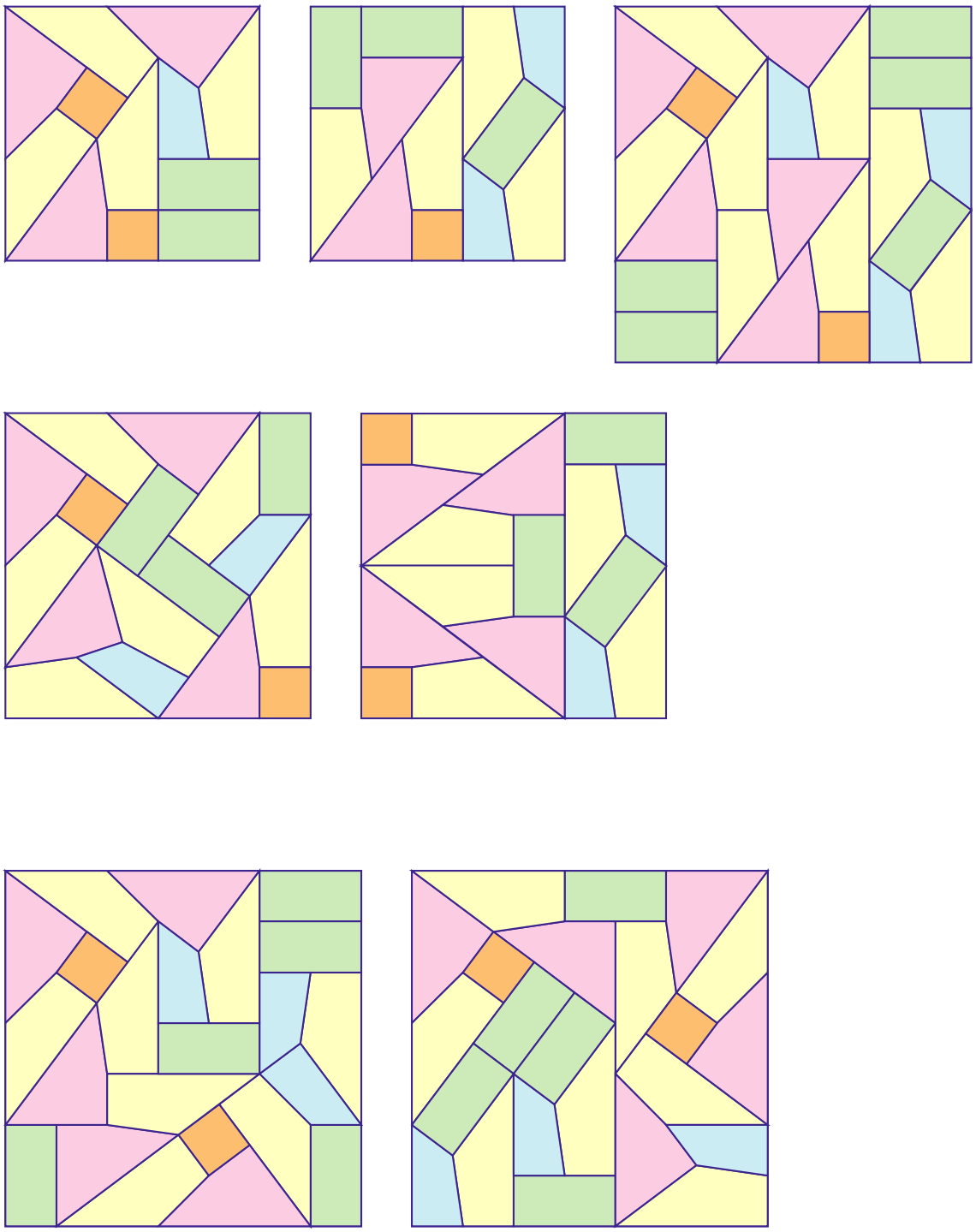
# 35 Newkites & Bricks

**Puzzle Solution**:



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# 36 Puzzle Springs

**Puzzle Goal**:

**To take apart two pieces**

**Materials**:

Stainless steel and wood

**Classification**: Take apart

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# 36 Puzzle Springs

**Puzzle Solution**:

- To take apart:

1. Make two springs parallel with both ends side by side.
   Spin two springs in oppsite directions until they are
   connected at about fifth loops.
   Let's call the ends closer to connecting loops "End As"
   and those far from the connecting loops "End Bs".
2. Hold securely by one hand, about 2/3 of the two springs
   from "End Bs" to the connecting loops.
3. Pinch "End As" by another hand, and give a twist of
   one and half clockwise rotation.

- To put it together:

4. Make two springs parallel and hold securely by one hand
   as described in 2.
5. Pinch "End As" by another hand, and give a twist of
   one and half anti-clockwise rotation.
6. Spin two springs in opposite directions until they are
   connected at about middle of their lengths.
   That's for next solvers.

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# 26 Puzzle Squares Big Cube

**Puzzle Goal**:

**Construct the big cube, with maximum symmetry. A secondary challenge is to create a ring of edge-hinged cubes.**

**Materials**:

Polypropyene

**Classification**: 3D assemblies

**Notes**:

Two edges have a pair of ball parts and two edges have two pair of socket parts each. All are positioned to permit maximum rotatable hinging for 1, 2, or 3 additional squares along any edge of a first square. Hinges are centered on their respective edges and at right angles to their identical types.

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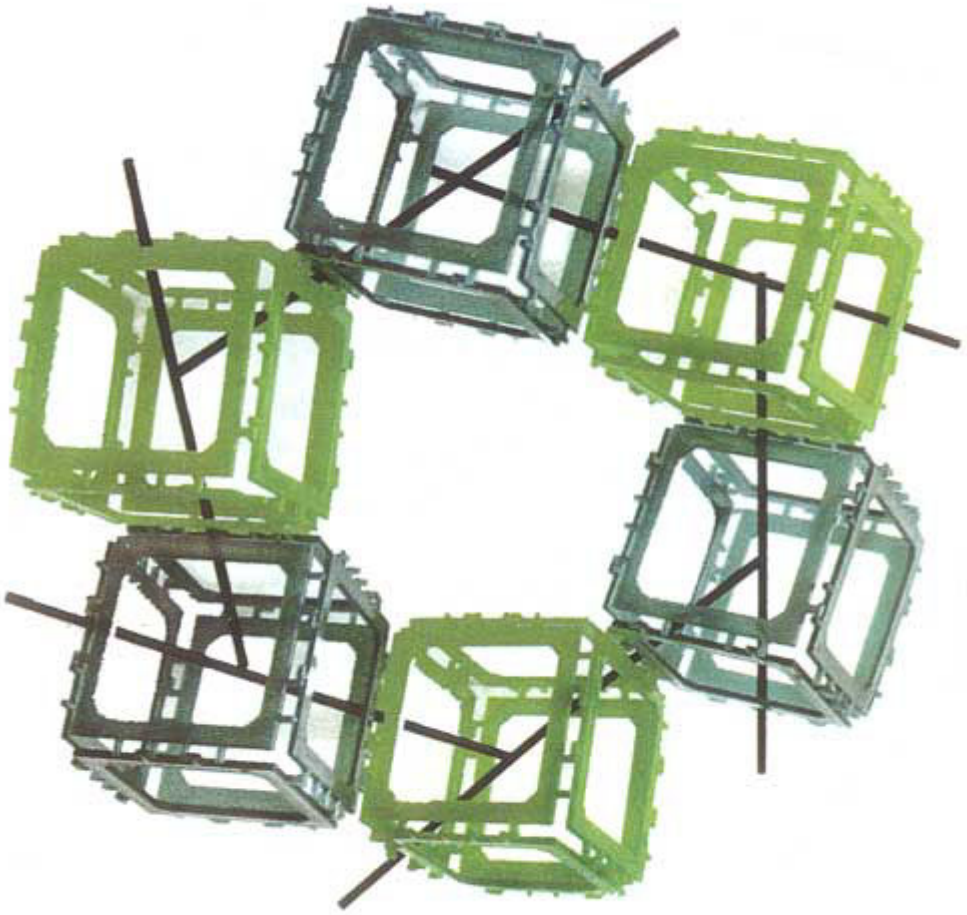
# 26 Puzzle Squares Big Cube

**Puzzle Solution**:



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**37**

# QRIN X

**Puzzle Goal**:

**1) Wrap the chain around the burr to make a complete cube**

**2) Pack the chain into the tray**

**Materials**:

Wood, metal and plastic

**Classification**: Put-together

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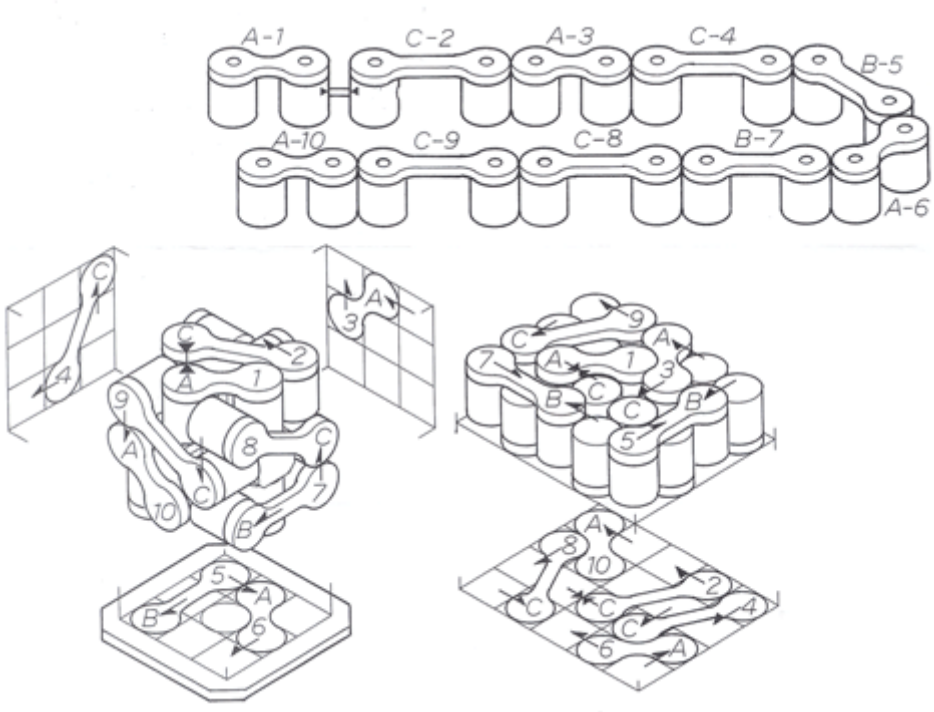
**37**

# QRIN X

**Puzzle Solution**:

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# 38 quadri

**Puzzle Goal**:

**You'll find 9 different symmetrical shapes shown on the annexed sheet. Your challenge is now to combine those figures simultaneously on both sides. The colors are never the same on both sides of a square piece. There are 17 possibles couples of figures to master. The three first shapes can be duplicate on both sides in the same time. One of the figure can only be combined once with a single other one. Can you find which one ? Not to give to color-blind persons !**

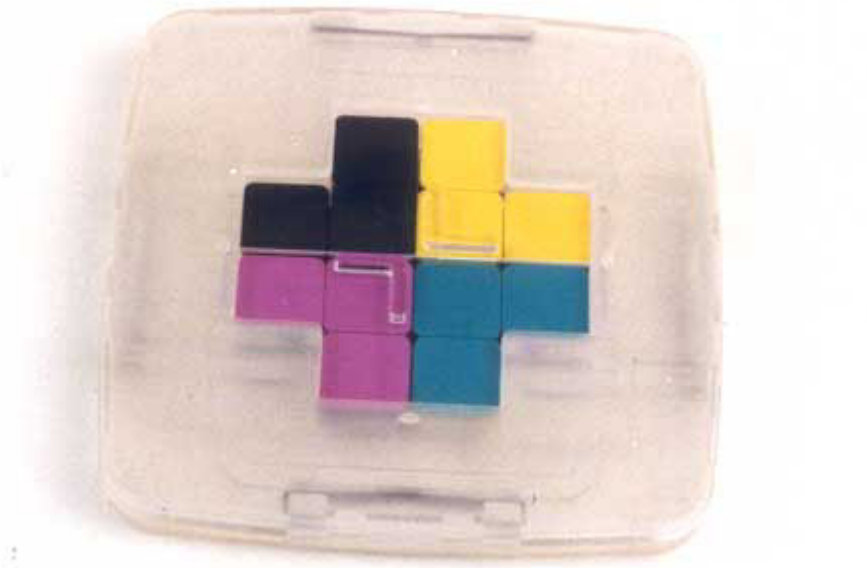
**Materials**:

transparent ABS, POM, steel

**Classification**: sequential movement

**Notes**:

How to move: Hold the game with the blank space for logo towards you, thumbs on top, index fingers underneath. Use the thumbs to move vertically, use the index fingers to move horizontally.



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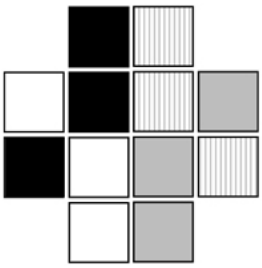
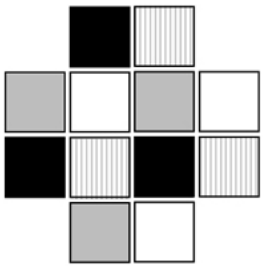
# 38 quadri

**Puzzle Solution**:

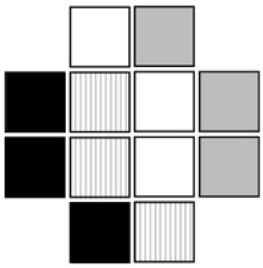
Quadri from swissmad has got 12 pieces in 4 colors. Behind each piece of one color there is always one of the other color, so that you never get the same color twice. Mathematically, it moves like a 15 puzzle, always three pieces moving together at once. However, because its particular disposition, that's a novelty, you can switch two different square by actually switching two colors: Instead of one switch, you generate then 4 switches. That subtlety allows you to create all possible combinations as follow: 1-1, 1-2, 1-6, 2-2, 2-3, 2-4, 2-5, 2-7, 3-3, 3-6, 3-9, 4-6, 4-7, 5-6, 5-8, 5-9, 7-9. As you can see, the eighth shape can only be combined with the fifth one.



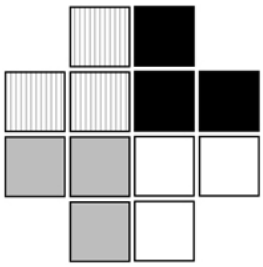
**1**



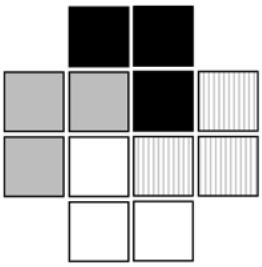
**2**



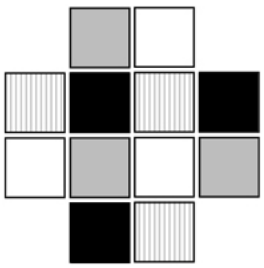
**3**



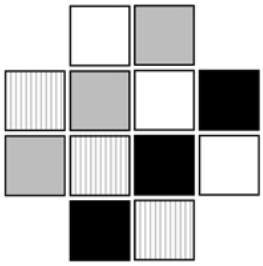
**4**



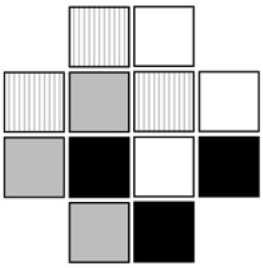
**5**



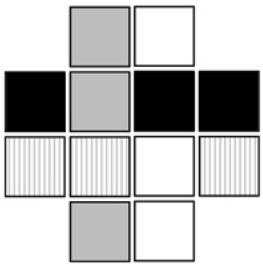
**6**



**7**



**8**



**9**

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# 39 Quilted Puzzle Series #1

**Puzzle Goal**:

**For all the quilt puzzles – assemble the pieces into the tray forming a quilt pattern**

**Materials**:

Red Alder Wood for the puzzles, Birch Plywood and brass fittings (for the box)

**Classification**: ASS-STRA, 2D

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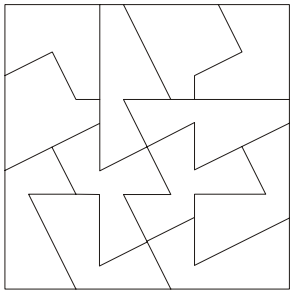
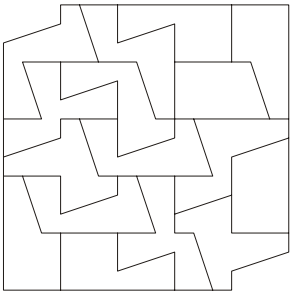
# Quilted Puzzle Series #1

**Puzzle Solution**:



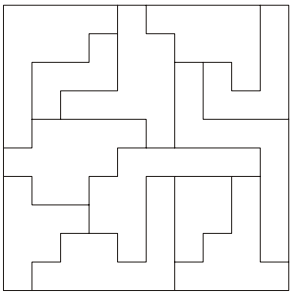
Tessellating Galaxies

12 pieces (16 possible ways to assemble 3 of the base units into pieces – these 12 are the subset which can be assembled into the square pattern shown). There are 40 possible solutions.



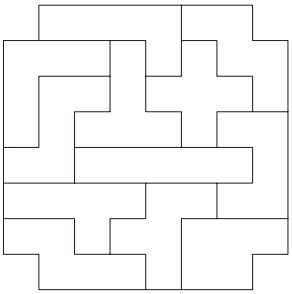
Hounds Tooth

16 pieces (16 possible ways to assemble 3 of the base units into pieces. The 16 pieces almost fill a square. 2 more base units are needed (which we chose to glue into opposite corners of the tray rather than selecting one of the possible pieces made out of 2 units).



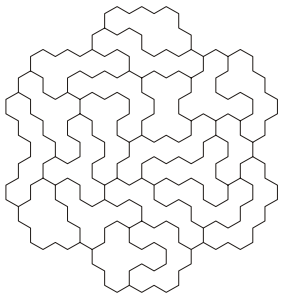
Log Cabin

12 pieces. There are quite a number of possible ways to glue three basic units together. A subset was selected by trying to avoid J-shaped pieces (to prevent the possibility of a pinching construction when gluing pieces together from square stock. In the end the puzzles were produced using a laser (where pinching is not a big concern). Still, a few were made from colored woods so I do believe to have found a quite interesting design. There are 2 possible solutions, which are minor variations of each other.



Bow Tie

12 Pieces (this was one of the first Quilts Karin ever made and I liked the pattern. The basic building blocks of this quilt are squares. Originally, I experimented with a 6*10 grid. I switched over to the 8*8 grid (leaving the 4 corners out) to get to the same format as the other quilt puzzles. Given the number of squares, using the 12 Pentominoes as the pieces was a natural choice.



Flower Garden

21 PentaHexes (all possible minus the straight piece) plus one TriHex. Flower Garden Quilts are very impressive – many have several hundreds of hexagons quilted together. I chose a small fraction of what most quilts have in their pattern.

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**40**

# Quzzle

**Puzzle Goal**:

**Move large tile from upper left corner to upper right corner by sliding tiles**

**Materials**:

Plastic

**Classification**: Sliding Block Puzzle

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# 40 Quzzle

**Puzzle Solution**:

```
A A B B
A A C C
* * C C
C B B D
C B B D

A,B,C,C,D,C,C,D,A

B B D C
* A A C
* A A C
C B B C
C B B D

C,B,B,D,B,B,D,A

B B D C
C * * C
C A A C
D A A C
B B B B

D,C,C,A

B B C C
C D C C
C * A A
D * A A
B B B B

D,B,B,A

B B C C
C D C C
C D * *
B B A A
B B A A

D,C,B,C,D,C,D,C,B,C,D,C,C,B,D,C,D,A

B B D C
C C D C
C C A A
B B A A
B B * *

B,B,C,D,D,B,C,C,A

C B B C
C D D C
C A A *
C A A *
B B B B

C,B,D,D,C,C,A

C C B B
C C D D
A A * C
A A * C
B B B B

D,D,C,D,A

C C B B
C C D C
* A A C
* A A D
B B B B

C,C,D,A

C D B B
C A A C
C A A C
C * * D
B B B B

D,B,B,D,B,B,C,A

C D B B
C * A A
C * A A
C B B C
D B B C

D,C,C,D,C,C,B,A

B B A A
C C A A
C C * *
D B B C
D B B C
```

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**41**

# Red spots

**Puzzle Goal**:

**Pile up four cubes and let them stand by themselves so as to hide all the blue spots and show all the red ones. The mirror will help you check the bottoms of the cubes. (Blue spots lying directly on the mirror are considered hidden.)**

**Materials**:

wood, aluminum, mirror

**Classification**: Tsumiki

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# 41 Red spots

**Puzzle Solution**:

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# 42 RHOMBO-LÉON

**Puzzle Goal**:

**Put-together / Take-apart**

**Materials**:

Wood

**Classification**: Coordinate motion puzzle

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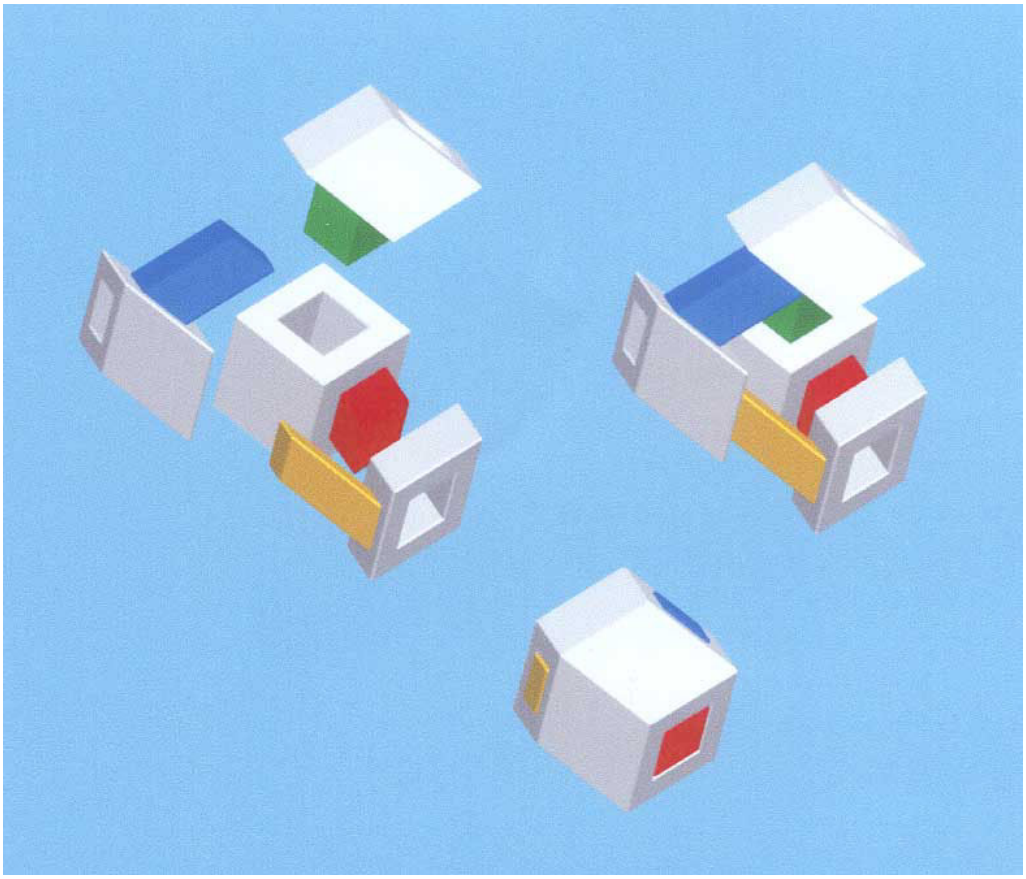
# 42 RHOMBO-LÉON

**Puzzle Solution**:

You have to arrange the 4 pieces in there relative positions, and then slides them together simultaneously.

You have to push the four small diamond-shapes together simultaneously.



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**43**

# Rightangular Jam

**Puzzle Goal**:

**Beginning: Put the four triangular pieces in the starting position.**

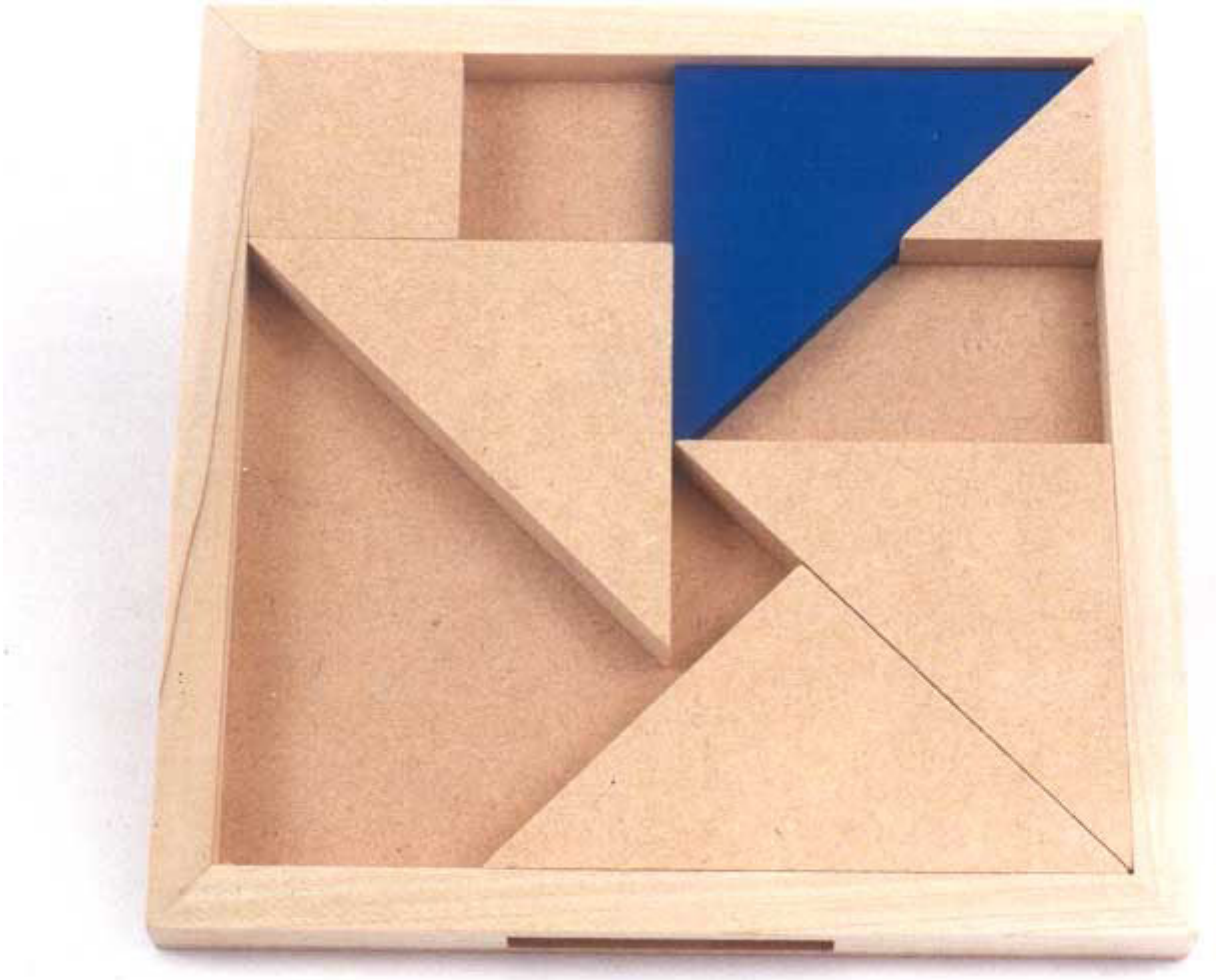
**During the game: Slide pieces without picking them up.**

**End: Slip the blue triangle through the hole in the front of the frame. (Only the blue one can go through.)**

**Materials**:

MDF and wood

**Classification**: Sequential Movement (Sliding Piece Puzzle).



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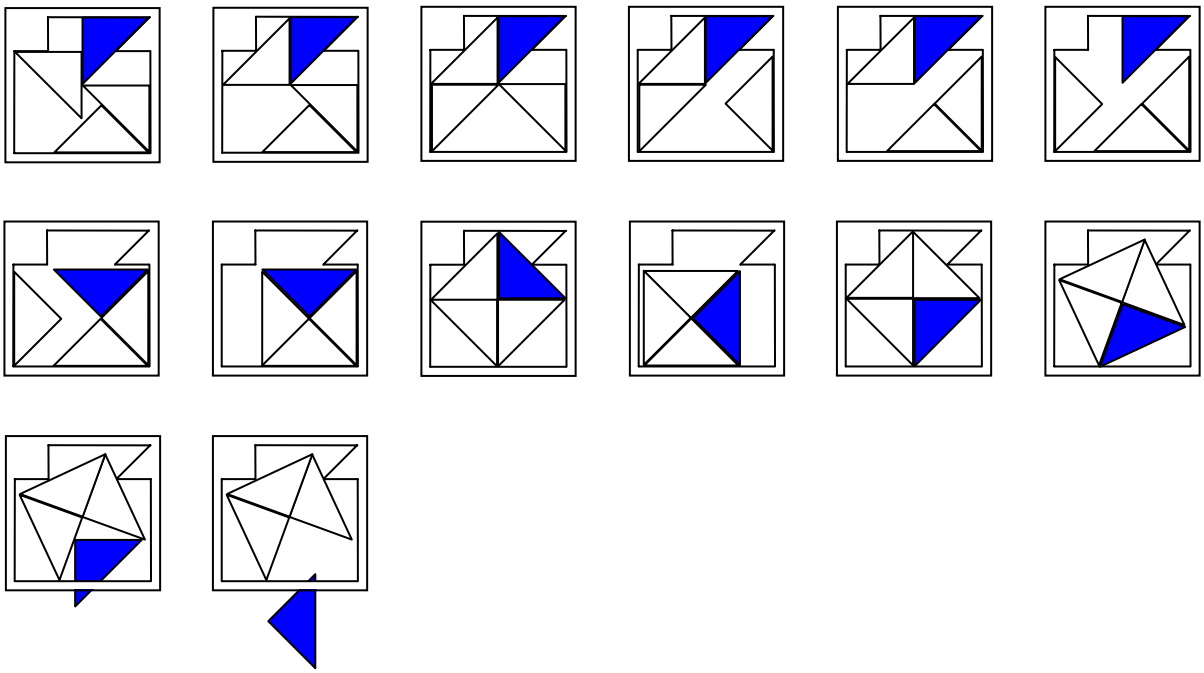
# 43 Rightangular Jam

**Puzzle Solution**:



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# 44 Scrap Star

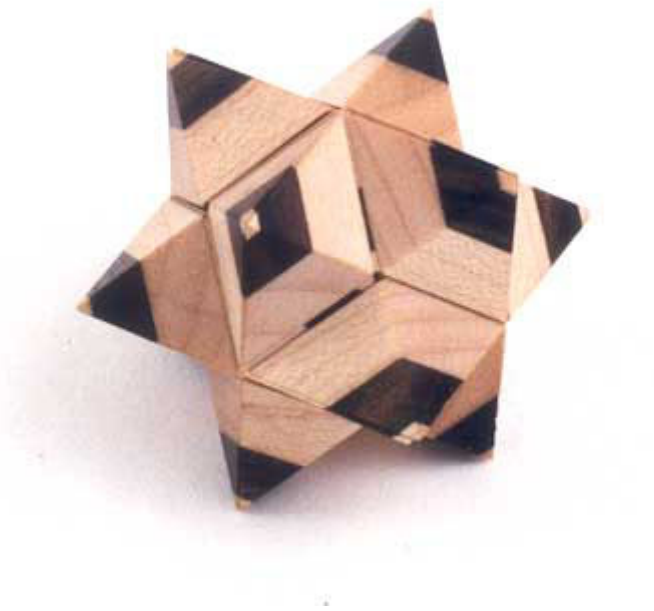
**Puzzle Goal**:

**The goal of this puzzle is to disassemble and reassemble the 12 identical pieces. Although there are several ways to assemble (and even more ways to disassemble) these pieces, the final result will always have the shape of the first stellation of a rhombic dodecahedron.**

**Materials**:

Macassar Ebony and Eastern Hard Maple.

**Classification**: interlocking assembly / disassembly puzzle



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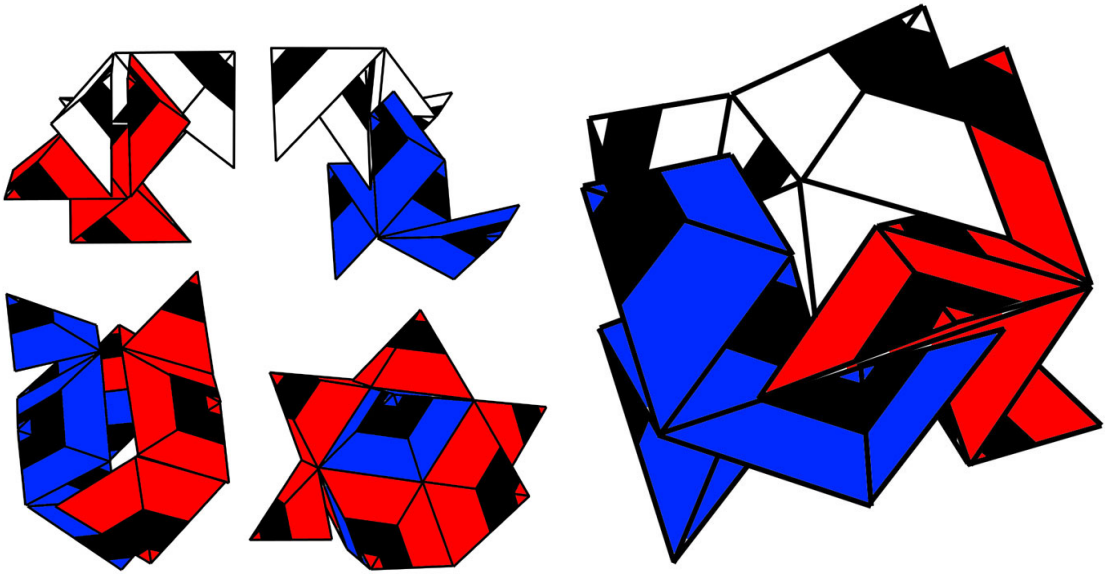
# 44 Scrap Star

**Puzzle Solution**:

There are several ways to assemble these pieces, and there are even more ways to get them apart. The first solution start by building two kinds of sub-assemblies. The top of the diagram shows how to build both kinds (red and blue). The bottom of the diagram shows how red and blue sub-assemblies fit together. Combine three sub-assemblies to make one half of the puzzle. If both halves are built the same way (i.e. red-blue-red) then the puzzle will only disassemble on one axis. If the two halves are built opposite each other (meaning red-blue-red and blue-red-blue) then not only will the puzzle will disassemble into halves on three different axes, but it will also disassemble into thirds using coordinate motion.

The second solution starts by building four identical three-piece sub-assemblies, each of which requires coordinate motion to construct. The diagram shows how this is done. These four sub-assemblies then combine together using coordinate motion. The assembled puzzle will probably fit loosely at first, however gentle wiggling of the pieces will help to align them properly, and it will tighten up. When the pieces are in this configuration, they will disassemble several ways, all of which use coordinate motion. They will break into fourths (like it was assembled) or they will break into thirds (along four different axes). Additionally, they angles work such that it could separate into six equal parts, or the puzzle could simply expand into 12 pieces all at once. The latter two options are more theoretical than practical because it would be too difficult to hold the pieces correctly.

There are numerous other assemblies possible, all of which are hybrids of these two styles. For instance, build a three piece coordinate motion sub-assembly, onto which add one more piece. Attach either a red or a blue sub-assembly to this and half of the puzzle is built. Experiment with variations on this theme and notice how the possible axes of disassembly change. Try to find a variation of this theme where the puzzle will separate into halves on three different axes. Recall that within the puzzle are the two three-piece coordinate motion sub-assemblies that you started with; locate these and gently wiggle them apart. If you do this carefully, the remaining six pieces will dance around in the gaps. Pull them apart forcefully, and the six dancing pieces will explode outwards.



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**45**

# Sixes

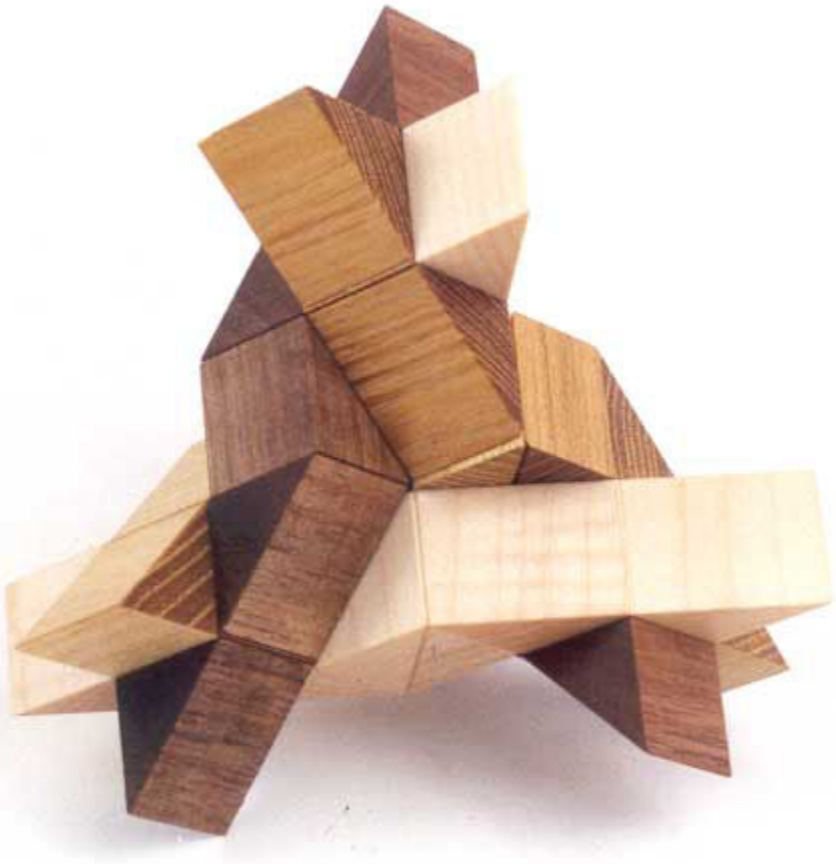
**Puzzle Goal**:

**Take apart and put together. Individual shaped**

**Materials**:

Walnut, maple, acacia

**Classification**: Take Apart Puzzle and Put Together



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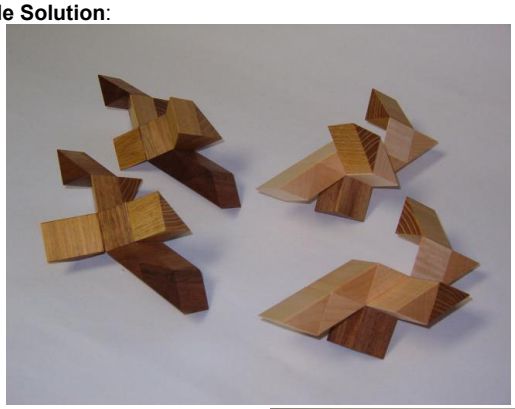
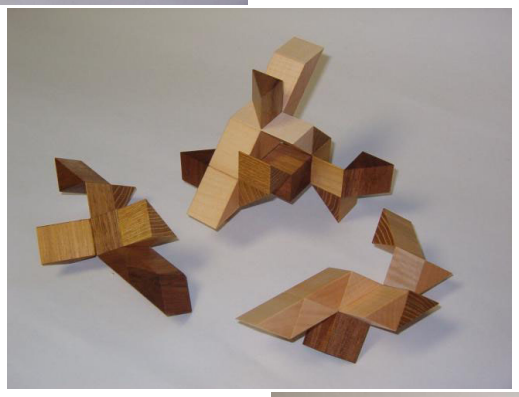
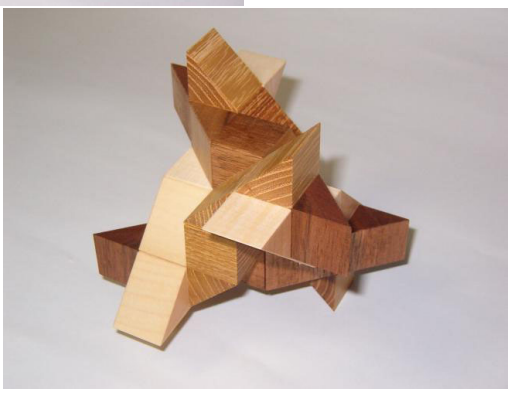
# 45 Sixes

**Puzzle Solution**:







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# 46 Space Rings

**Puzzle Goal**:

**Put the both rings  into the frame.**

**Materials**:

Goncalo Alves for the frame, Afromosa and Sapele for the two rings

**Classification**: Put Together

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# 46 Space Rings

**Puzzle Solution**:

First take both rings out of the frame. Put the two rings through eachother to form a ball. Push the rings into eachother. Put the two linked rings over two of the arches of the frame. Then move the two rings into the frame, one by one.

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# 47 StarCluster

**Puzzle Goal**:

**Fit the three pieces flat into the tray (no force required!)**

**Materials**:

Red Alder Wood

**Classification**: ASS-STRA, 2D

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# 47 StarCluster

**Puzzle Solution**:

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# 48 Stickman No. 2 Puzzlebox

**Puzzle Goal**:

**The goal of this puzzlebox is to reach all 4 hidden compartments with a minimum of 55 individual moves.**

**Materials**:

Oak (exterior), Maple (interior & inlays), Wood Glue, Stain, Lacquer

**Classification**: Sequential Movement

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# 48 Stickman No. 2 Puzzlebox

**Puzzle Solution**:

The first compartment can be opened through various combinations of manipulating its two exterior tabs up and down, sliding the lid back and forth, and pulling out the internal drawer. Second and third compartments can be reached by removing the wooden cup found in the first drawer. If the entire box is closed back up while the wooden cup is removed, the forth compartment can be reached by sliding the lid back entirely.

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# 49 Stickman No. 3 Puzzlebox

**Puzzle Goal**:

**The goal of this puzzlebox is to find all 3 hidden compartments with a minimum of 106 individual moves.**

**Materials**:

Oak (mechanical components), Maple, Oak or Cypress (main box – depending on style), Wood Glue, Stain, Lacquer, Brass Screws

**Classification**: Sequential Movement

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# 49 Stickman No. 3 Puzzlebox

**Puzzle Solution**:

Hidden compartments can be reached by manipulating the mechanical tabs, lever, gear knob, and internal drawer in the proper order. The last hidden compartment can only be accessed by activating a switch in the second compartment and re-opening the first drawer again.

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# 50 Stickman No. 4 Puzzlebox

**Puzzle Goal**:

**The goal of this box is to open its two hidden compartments using the least amount of moves possible.**

**Materials**:

Maple (main box & drawers), Cocobolo (tiles), Bloodwood (end frames & clutch), Wood Glue, Lacquer, Magnets, Bullet Catches.

**Classification**: Sequential Movement

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# 50 Stickman No. 4 Puzzlebox

**Puzzle Solution**:

A single box drawer can be opened when all three special tiles (marked by various sized inlayed dots) are matched up with corresponding sized dots at each end of the box. The tile with the largest dot can then be slid back, pushing out the drawer far enough to be grasped. Moving the special tiles to the other end of the box will open the second drawer. Tiles can move from one side of the box to the next by extracting a wand from the central mechanical clutch and sliding tiles into the slot. With the wand pushed back in, the clutch can be turned to the appropriate box side, and the tile extracted.

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**51**

# Sway Cube

**Puzzle Goal**:

**How can you take the cube apart?**

**Materials**:

Walnut and Magnolia

**Classification**: Take-Apart Puzzle

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# 51 Sway Cube

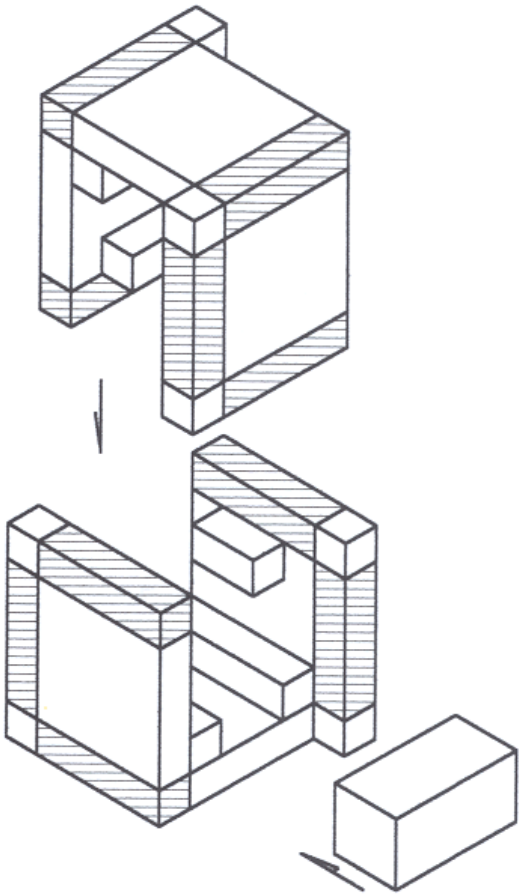
**Puzzle Solution**:

1. Shake the cube slowly back and forth, and find a position until you hear rattle sounds clearly by the movement of a piece which is hidden inside.

2. Hold the bottom edges with both hands, the part furthest from you with the index fingers and put the ring fingers on edges closer to you. Now, find the position by pressing the side edges on the top with your thumbs which makes a slight motion of the panels by moving a 1/10 centimeter or so.

3. If your try failed, rotate the cube and try again. (There are 4 position which you will hear the rattles when the cube is shaken back and forth, and one position of which will open.)

4. When you find the right position, put the pieces almost to the beginning position and sway the inside piece back and forth again by pressuring your thumbs until it unlocks and breaks into three pieces.



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# 52 swissmad

**Puzzle Goal**:

**On a swismad, you'll find 8 different symmetrical shapes shown on each corner. Your challenge is now to combine those 8 figures simultaneously on both sides. Of course, the colors aren't always the same on each face. With only 8 diagrams, you can already go through 28 possibles couples of figures, over more than a million combination. Beware: It can drive you mad !**

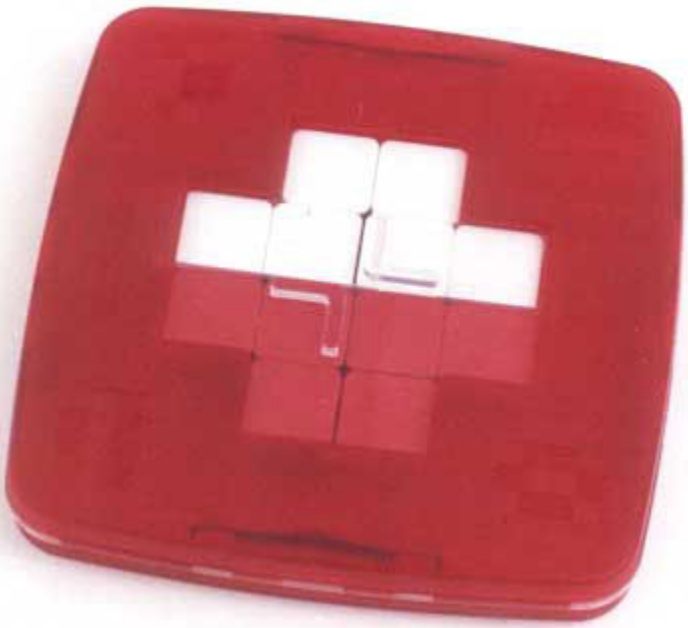
**Materials**:

transparent ABS, POM, steel

**Classification**: sequential movement

**Notes**:

How to move: Hold the game with the blank space for logo towards you, thumbs on top, index fingers underneath. Use the thumbs to move vertically, use the index fingers to move horizontally.



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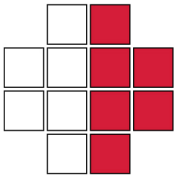
# 52 swissmad

**Puzzle Solution**:

Swissmad has got 3 white-white squares, 3 red-red, 3 white-red and as much red-white. Mathematically, it moves like a 15 puzzle, always three pieces moving together at once. However, because its particular disposition, that's a novelty, you can switch two different square by using a third one how is a similar type than one of the two to move. That subtlety allows you to create any shape you like or you can imagine. To combine both sides, you may fall on impossibilities of combinations. This is due to the fact that e.g. behind 6 white pieces, you'll get always 3 white and 3 red ones. A part of the original fun brought by swissmad !

Possible combinations: 1-1, 1-2, 1-3, 1-4, 1-5, 1-6, 1-8, 2-2, 2-3, 2-4, 2-5, 2-6, 2-7, 2-8, 3-3, 3-4, 3-5, 3-6, 3-8, 4-4, 4-5, 4-6, 4-7, 4-8, 5-7, 6-7, 7-7, 7-8.



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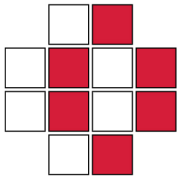

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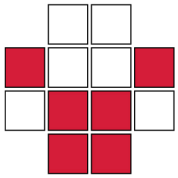

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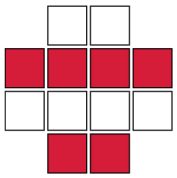

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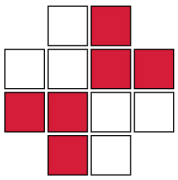

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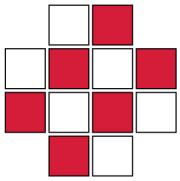

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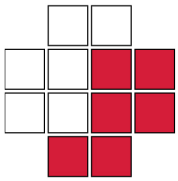

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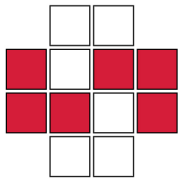

**8**

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**53**

# TanaCube

**Puzzle Goal**:

**To assemble 12 pieces to form a cube having an identical tangram arrangement on each of its faces**

**Materials**:

Wood and glue

**Classification**: Interlocking

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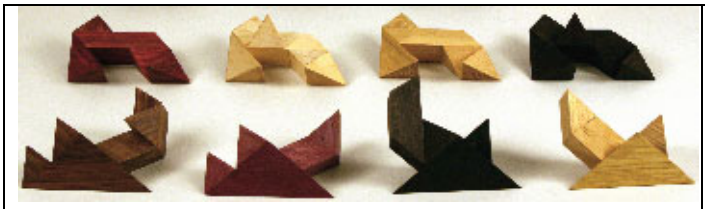
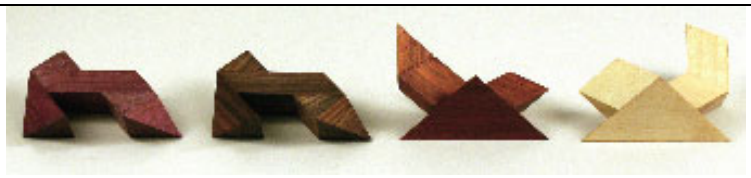
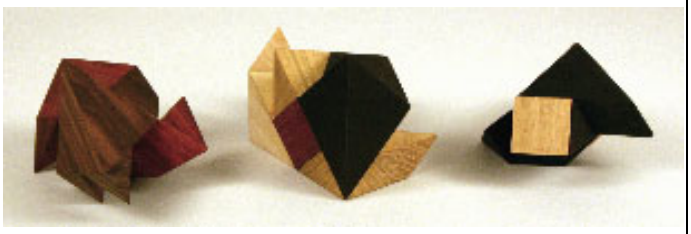
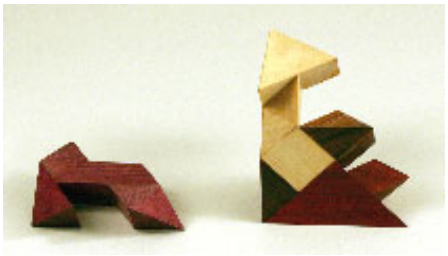
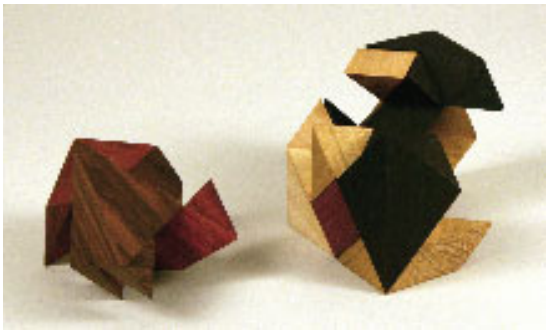
# 53 TanaCube

**Puzzle Solution**:



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**54**

# Tanacube Too

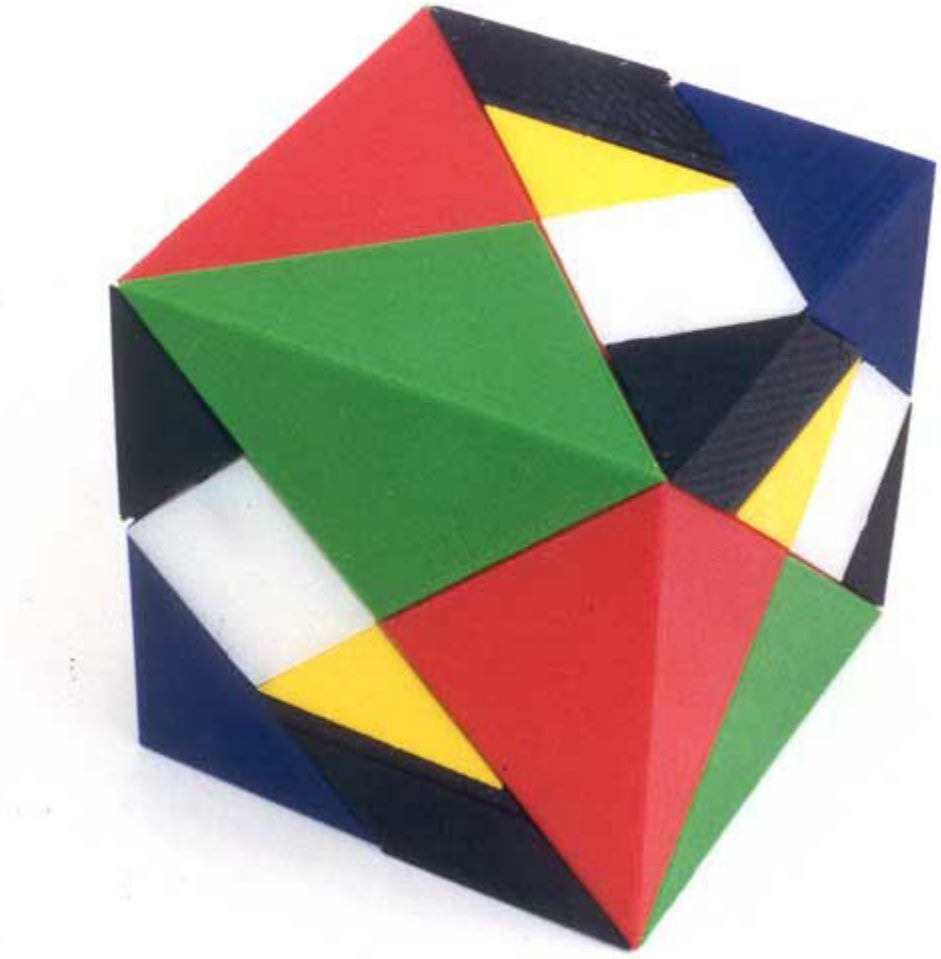
**Puzzle Goal**:

**take apart - put together**

**Materials**:

Acrylonitrile Butadiene Styrene (ABS plastic)

**Classification**: 3.2 Interlocking Solid Puzzle



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# 54 Tanacube Too

**Puzzle Solution**:

Screw the blue!

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# 55 Tangled Gym Jewel Box

**Puzzle Goal**:

**First, try to remove the chain from the frame. Then, try to return it to the starting position.**

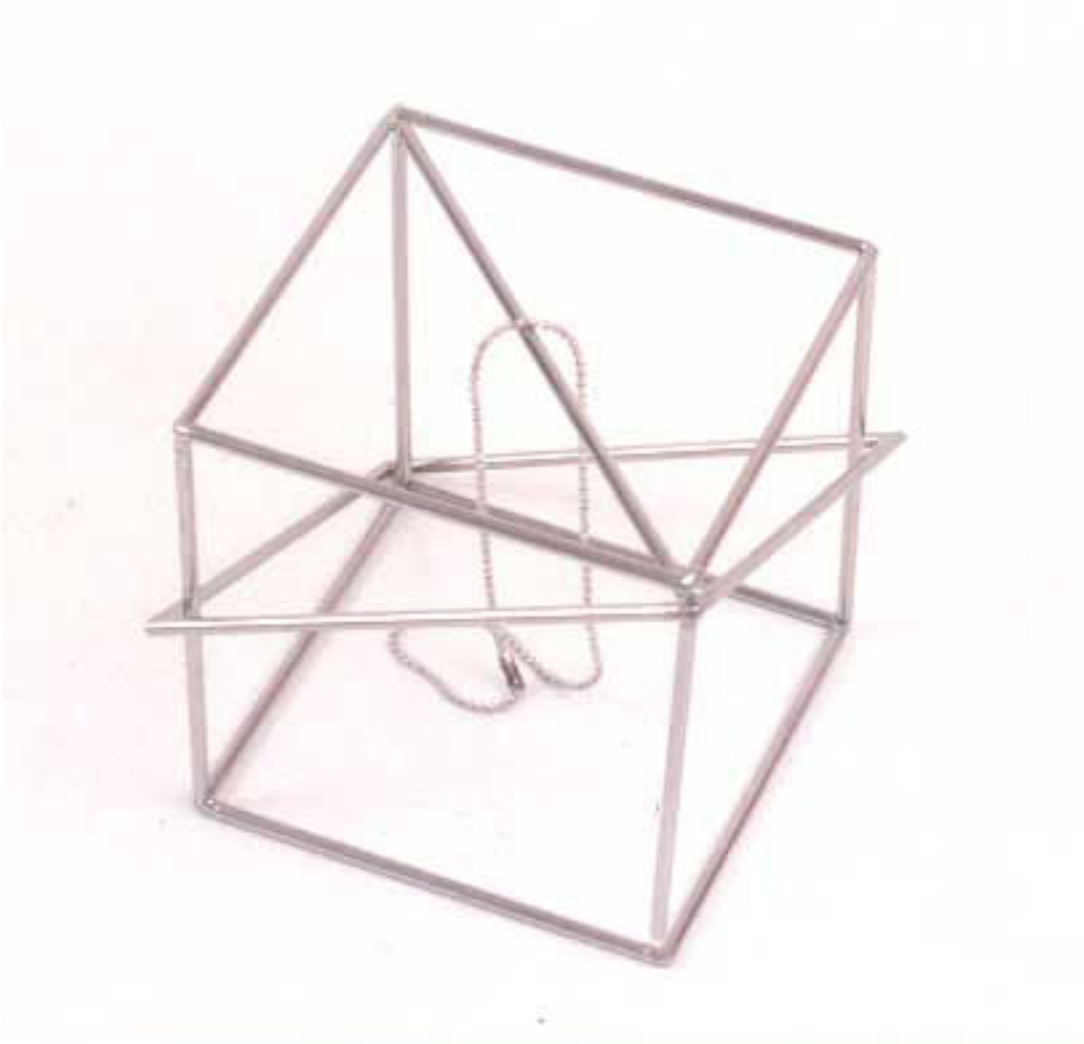
**Materials**:

Stainless wire and chain

**Classification**: Disentanglement

**Notes**:

This puzzle is very delicate. It only needs a little strength. Too much, and you will change it.



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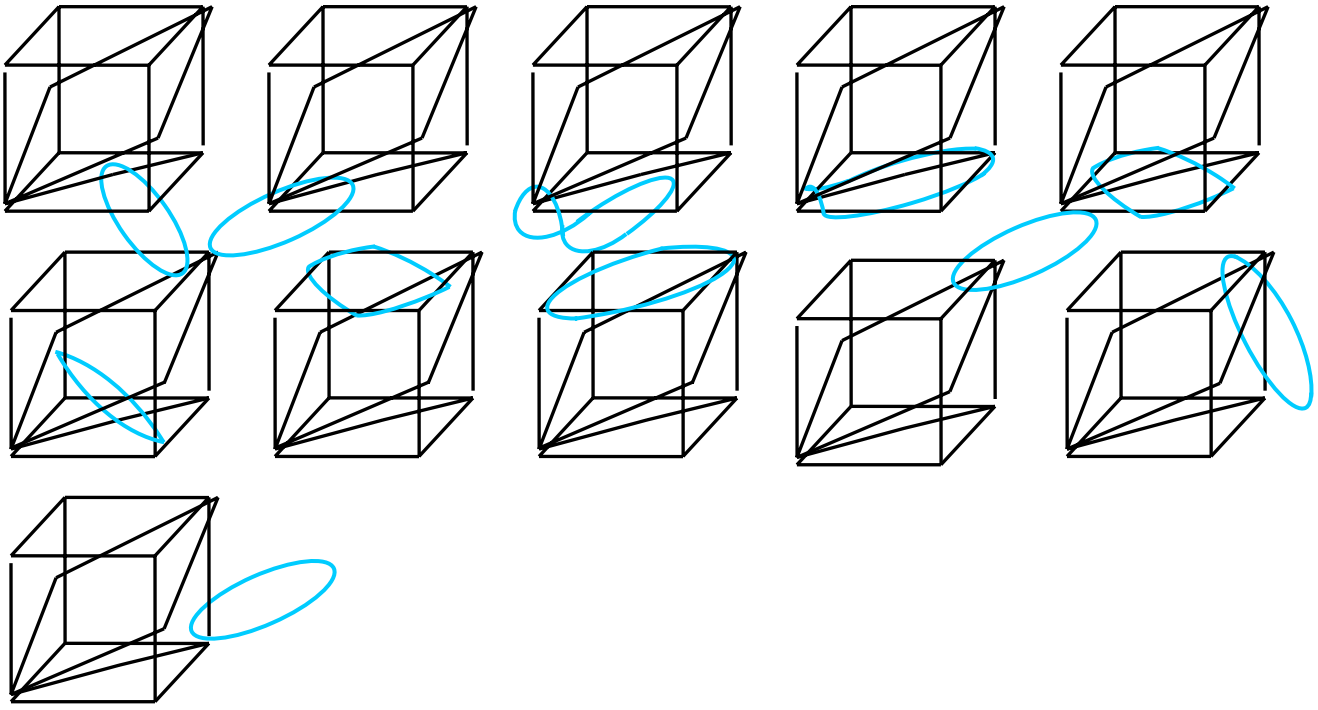
# 55 Tangled Gym Jewel Box

**Puzzle Solution**:



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# 56 toe-KEY-yo

**Puzzle Goal**:

**Get the ring off of the KEY**

**Materials**:

360 Brass machined

**Classification**: Sequential Movement

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# 56 toe-KEY-yo

**Puzzle Solution**:

Pull the toe of the key twist ¼ turn,

Slide yoke or head of key to one side

And remove RING

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**57**

# Triangular Jam

**Puzzle Goal**:

**Beginning: Put the four triangular pieces in the starting position.**

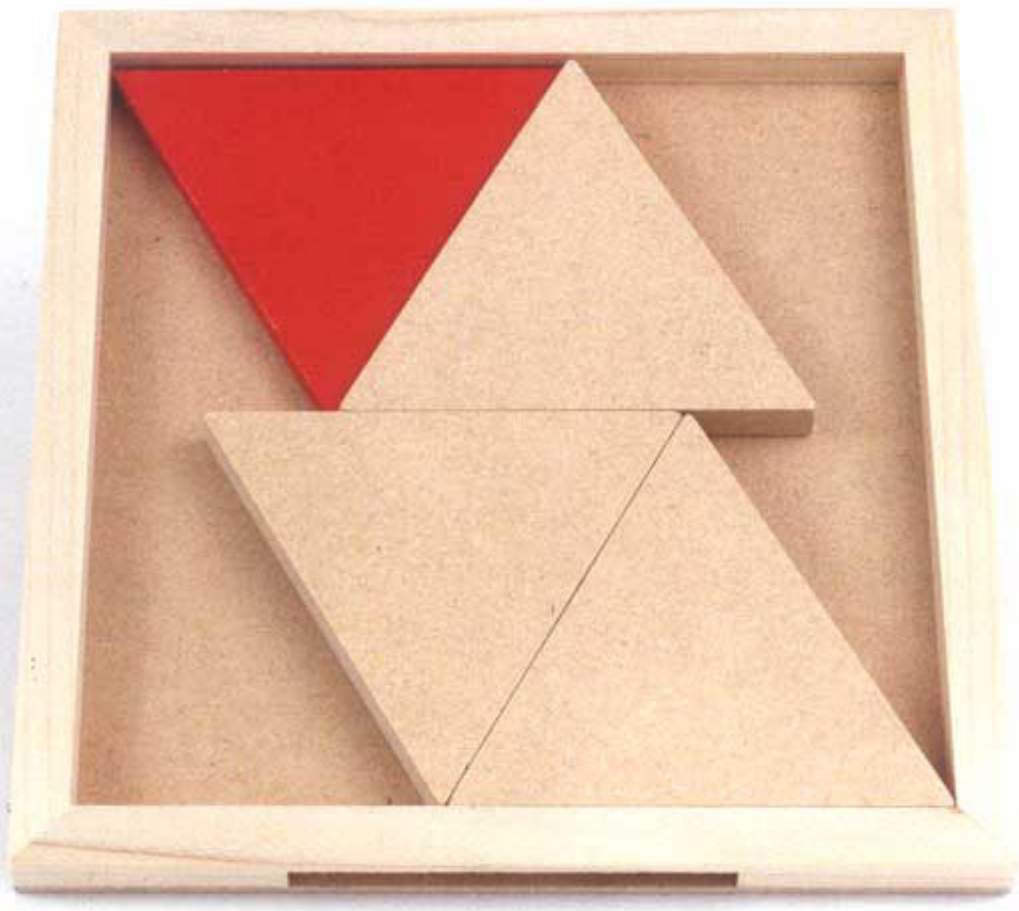
**During the game: Slide pieces without picking them up.**

**End: Slip the red triangle through the hole in the front of the frame. (Only the red one can go through.)**

**Materials**:

MDF and wood

**Classification**: Sequential Movement (Sliding Piece Puzzle).



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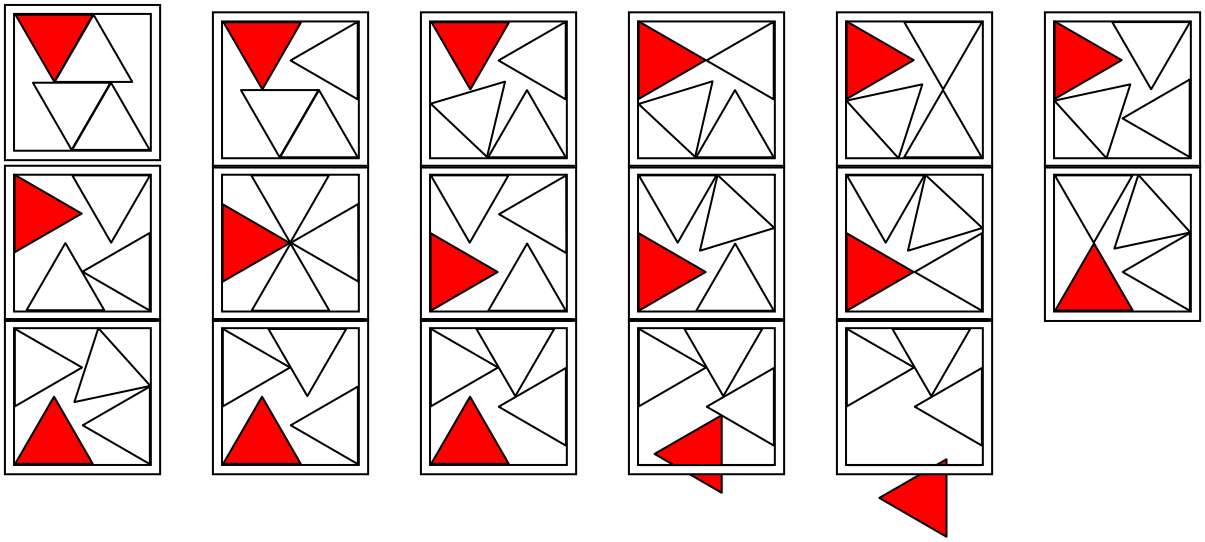
# 57 Triangular Jam

**Puzzle Solution**:



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# 58 Tricullis

**Puzzle Goal**:

**The goal of the puzzle is to take it apart and to re-assemble it. The puzzle has four pieces, two of which fit together to make an assembly that is identical to the remaining two pieces.**

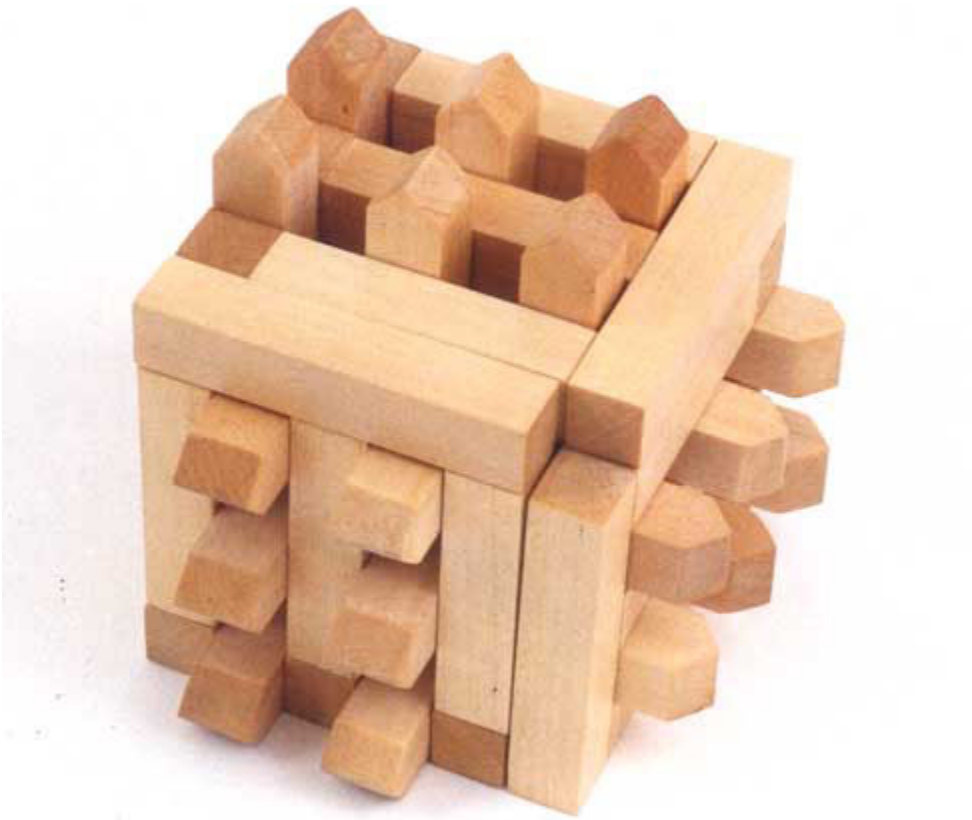
**Materials**:

basswood

**Classification**: Take apart - Put together

**Notes**:

No forcing, twisting or bending of the pieces or joints is required to solve the puzzle. Please take care with the delicate glue joints.



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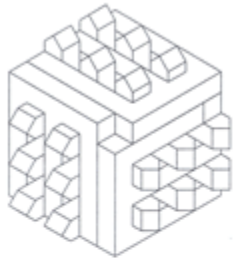
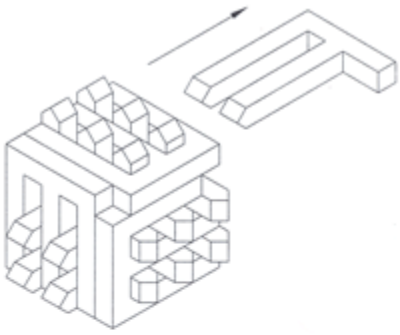
# 58 Tricullis

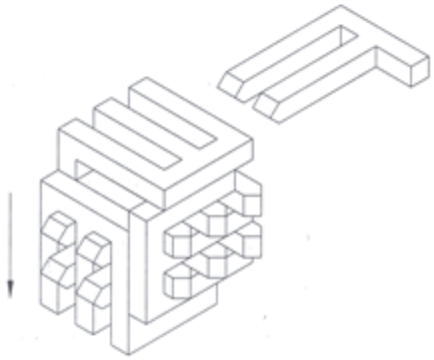
**Puzzle Solution**:



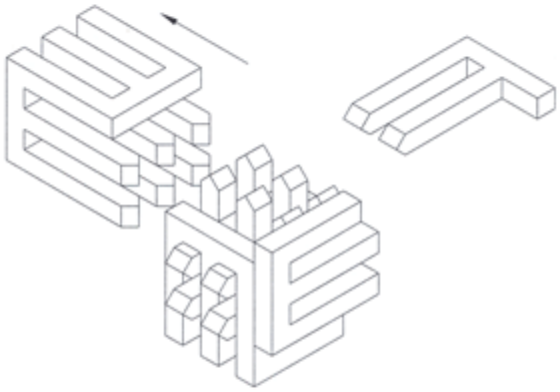
1. The assembled puzzle.



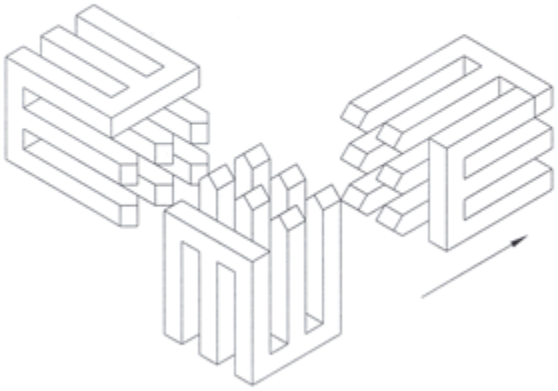
2. Remove the sliding piece.



3. Slide the lower piece downward.



4. Remove the side piece.



5. All pieces can now be separated. Reverse the sequence of move to reassemble the puzzle.

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**59**

# Twisted's Sister

**Puzzle Goal**:

**Gold plated 150mm (6 inch) nails**

**Materials**:

Gold plated 150mm (6 inch) nails

**Classification**: Disentanglement

**Notes**:

The concept was found by accident during the manufacture of a remake of The Glass Nails. I have known about the puzzle for a number of years but only in the last year have I worked on a design that does not come apart/go together the same as the original puzzle.

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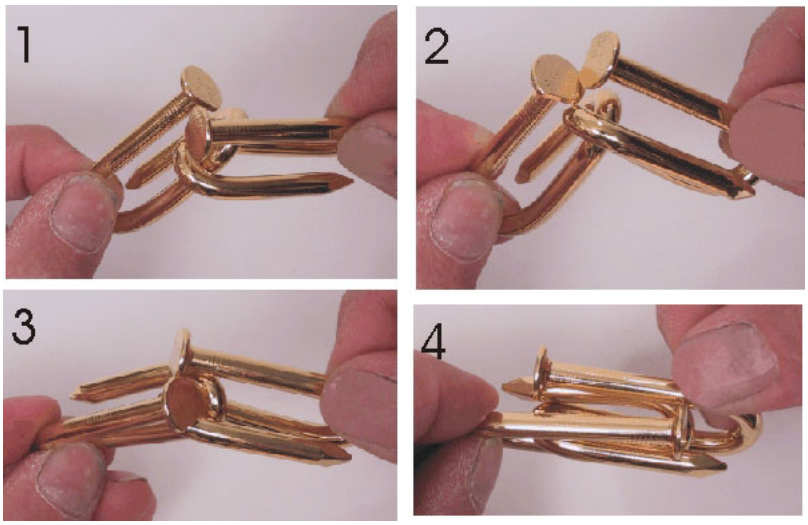
# 59 Twisted's Sister

**Puzzle Solution**:

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